ASSASSIN'S CREED VALHALLA

COMPLETE GUIDE

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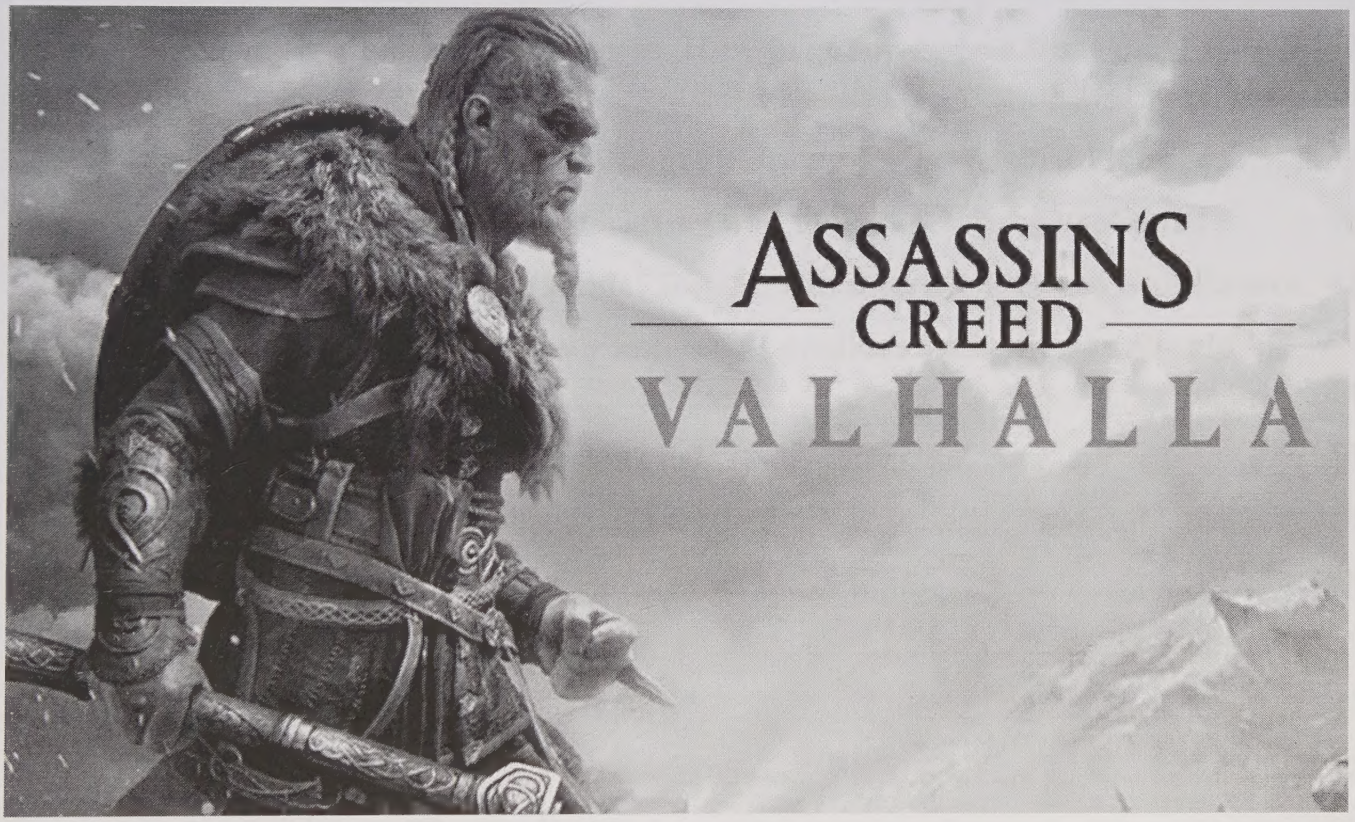

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ISBN: 9798567133538

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Things to Do First in Assassin's Creed Valhalla

Take some time to explore your settlement in Fornburg before making the trip from Norway to England. You'll have to rebuild your settlement from scratch after the move, which means there may be a bit of time before you can access certain features like customizing tattoos and hairstyles.

Fornburg also has a Flyting rap battle tutorial, drinking challenges, and a dice game called Orlog. You can even get some rewards for taking part in them!

West of your Norway settlement is a larger viking town called Stavanger. It's chock full of hidden collectibles, including wealth, side quest World Events, and more Flyting to raise your charisma - which may unlock dialogue options down the line.

Combat can be tough early on, as skill points alone won't unlock big flashy moves. You'll need to seek out Books of Knowledge instead. There are three you can obtain in Norway even before you make the trip to England: Throwing Axe Fury is at the Nottfall camp you raid early on in the story, Thorn of Slumber can be found just south of the camp at a place called Gryttirsand - hidden below a tower, and Rage of Helheim is located high up in a waterfall (break the ice wall) beyond Kjotve's Fortress that you'll also attack early in the story.

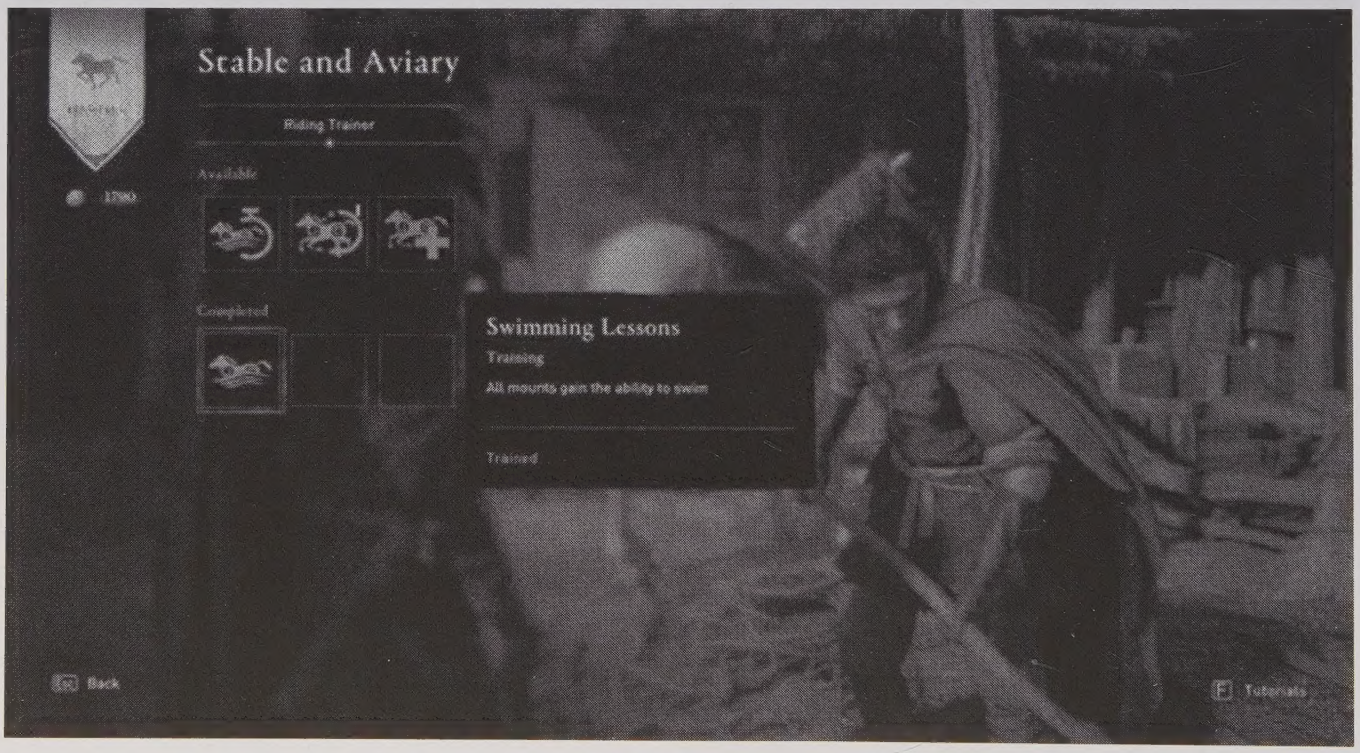
Try collecting different types of weapons to experiment with different playstyles. You can find a Flail at Kjotve's Fortress during the main story, a War Hammer south of the viking town called Stevangar at a Marauder's Camp, a two-handed Bone Biter Axe on a small island in the middle of the region called Ikke en Oy, and a predator style Recurve Bow at a shipyard north of the central island.

Weapons and armor can be hard to come by, so be sure to invest in what you have by upgrading their stats using leather and ore. Once your gear is maxed out, you can increase the number of upgrades (and their looks!) and slot them with runes by trading in carbon ingots.

If you want a tough challenge early on, explore Hildesvini's Crag northeast of your Norway settlement. In the caves you find a lost viking whose last wish is to die in honorable combat. He's pretty tough, but defeating him will earn your skill points and Fafnir's Spear!

As you pillage, loot, and hunt, you'll amass a lot of goods that can be sold at merchants for silver. However, many trade goods are more important than others. Mysterious altars around England may ask you to bring them animal parts, and you can also bring fish and animal parts to people in your settlement to exchange for rare rewards - don't sell anything you get from animals to be safe!

Once you begin to build up your settlement at Ravensthorpe, don't wait too long to upgrade a few buildings. In particular, the Hidden Ones Bureau unlocks a whole questline of assassination targets. This also unlocks a short quest to use the Leap of Faith (Eivor isn't great at leaping off tall buildings into safety otherwise)



Build a Stable early to teach your horse new skills, like swimming, better endurance and even give it more health. England has a ton of rivers, and being able to swim through them on horseback will save a ton of time.

Build your fishing hut as soon as you can in Ravensthorpe - fishing is a great way to earn some quick silver and you'll often need fish to complete altar-related World Events.

Explore, Explore, Explore

Now, one of the things you'll notice quite quickly in Valhalla is a rather clear map. There are symbols that pop up for sure, and you'll get indicators of wealth, mysteries, and artifacts if you use your Odin Sight, but the map doesn't have as much clutter that other games in the series have.

That's because many things won't actually pop up on your map until you get within their vicinity, and other things won't pop up until you fulfill some other requirements, like building a Cartographer at your settlement for instance. Also, wealth won't show you what it is until you get near it, so it will be a gold dot on your map once you've synchronized, but you won't know if it's a Book of Knowledge, a tattoo, a Zealot, or a piece of armor until you actually explore it.

That pushes you to actually venture out beyond what you can immediately see and explore, and the game rewards for it. Take a horse ride into an unknown area or take a boat towards a far off raid and you'll be amazed at what you discover, and it all allows you to further immerse yourself into the world you see and meet along the way since it isn't just you following a symbol on the map at all times.

You Can Return to Norway

The game opens up with Eivor exploring the places around Norway and their home Fornberg, though despite it being the opening of the game there are plenty of things to see and do here. You'll see icons for wealth, raids, and mysteries here, and a lot of them, but don't feel like you need to do it all before you continue with the story, which takes you to England.

Once you're further in and settled into your settlement in England, you can actually return to Norway to check out all the things there by pulling up the map and hitting the button for the Atlas. It pulls up another menu that lets you select England or Norway, so take your time in Norway all you want, but don't feel like you can't leave until all the shiny symbols are gone.

How To Handle Barred Doors And Destructible Walls

When exploring you'll find some obstructions in your path, and they often are protecting some sweet treasures or raw materials you can use at your settlement, or even better gear and weapons for Eivor to use in battle. The two most common obstructions are barred doors and destructible walls, and they require two different approaches.

If you use your Odin Sight near a building or area, you might see a red-hued object pop up near a door. This means that the door is barred from the other side with a wood plank,

and you'll need to destroy it to get in. This can be done by finding a window on the opposite side of the building or at times higher up in the building and shooting an arrow at it to destroy it, but sometimes that isn't the case.

If you can't hit it with an arrow from a window, try looking upwards for a way in. Climb to the roof and see if there's a hunters perch in a tree, which might let you in. Sometimes the top of the buildings have breakable sections that you can destroy and travel through. Other times there are areas you can slide through lower to the ground, either by moving something out of the way or destroying it with your axe or arrow. Now, if secrecy isn't a problem for you, you can sometimes just give it a slash with an axe and chop the door down, but it will alert everyone close to you.

Now, other destructible areas are made up of bigger rocks and rubble and thus require something bigger to break them down. Look towards the ground if you are near a piece of gear or treasure that says its below you, and you might find one of these areas. Sometimes they will have a hanging platform above them, which can often be shot with an arrow, dropping its contents and breaking through the area. Other times you'll see an explosive jar somewhere near the wall, and you can either take it close to the wall and place it so you can move away and shoot it with an arrow or you can just toss it towards the door and blow it up that way.

Always Head To Secret Passages

One of the symbols you'll see near fortresses, monasteries, and other areas is one of stairs, and that means a hidden entrance is near you. These always lead to something good, so don't pass them up when you spot them. Now, sometimes they have threats you need to

deal with or some other form of danger (like a poison mist for instance), but typically the gear is well worth it, so do it anwyay.

What To Build

Your settlement is one of the most important elements of the game, and many things are tied directly to it, so it's best to get a couple of raids under your belt early on to get some raw materials and wealth to upgrade it (just watch those Raid power levels). There are many things to build and upgrade here, but there are a few that stand out early on, so if these pop up you will want to go ahead and invest in them early.

- *Hunter's Hut:*

Early on you might find yourself loaded with tradeable goods from animals that you can't really do anything with other than sell for cheap, but if you build a Hunter's Hut you can then trade them, though this location is immediately available right at the onset.

- *Cartographer:*

When this building pops up you're going to want to go ahead and build it, because this opens up a way to reveal specific icons across your map that show you the locations of gear and resources and new abilities. This will clutter things up a bit, but at least you have a choice.

- *Assassin's Bureau:*

Those who want to learn the ways of the Assassins and unlock the greater overarching Assassins vs Templars conflict will want to build this ASAP, and you can further the story by finding Codex pages throughout the world and bringing them back here.

Stable:

The stable allows you to purchase different horses, ravens, and other mounts, like an awesome wolf, but the most important thing it allows you to do is train your horse. The most important training you can give it is Swimming Training, which means you can now ride it through deep water without it tossing you off and heading for dry land.

Valka's Hut

Valka actually comes to your settlement of her volition once you reach a certain level in your settlement, but once given the chance to upgrade her shop you'll get access to an amazing questline that no fan of Norse mythology will want to miss. This opens up the game in a really cool way (God of Thunder anyone?) so once this quest pops up go ahead and get those resources quick, because you won't regret it.

Calling For Help

The game does a good job of giving you power level indicators, so you'll see enemies

at a higher level than you clearly marked with a red skull. That said, sometimes a quest will lead you there and perhaps you still want to give it a go, and if that's the case, you can get some help.

If you're not too far away from the water you can sound off the horn and call on the help of your raiding party. If you are extremely close they will sometimes just pelt the enemies around you with arrows from the boat, and other times they will come to your aid directly, and it can mean the world when trying to take down a foe a bit out of your league.

Upgrade Your Rations

There are several avenues for leveling up in Valhalla, and along the way you can pretty much upgrade everything. Resources can be tight though, especially early on, so if you upgrade one piece of equipment do yourself a favor and make it your rations. You only start off with one ration, which means you can't equip any more than that, and you'll go through it quickly. It gets pretty expensive beyond 3 Rations, but try and get yourself there, because it will save you a lot of starting over if you do.

Also of note, if you use up your rations look around for bushes with various fruits on them, because you can heal yourself that way too if you collect enough of them.

Perilous Attacks

There are several types of enemies you'll face in Valhalla, and most of them you can either evade or counter. There is one exception though, as some enemies have Perilous Attacks, which you'll recognize by a red fiery aura coming from them when they launch it. If you see this attack, the only thing you can do is evade it, as it is unblockable and if it hits it will deal serious damage, especially early on when your armor isn't upgraded as much. Remember, if you see someone glow red, dodge.

Stop, Drop, and Roll

Not all threats are the same in Valhalla, and one of the more embarrassing ways to die is by accidentally lighting yourself on fire. Granted, someone can also hit you with a fiery arrow, but more often than not you will find yourself ablaze because you were too close to an explosion or went into a building before the fire was completely gone.

If you find yourself on fire, it can deplete health extremely quickly, so you'll want to hold down the square button and roll, which will help diminish the flames and save you from using up all your rations because you didn't pay attention.

Get Used to Flyting

Flyting is actually quite fun to do just because, but there is an extremely handy benefit from competing in these verbal bouts too. Flyting is a war of insults that you try and do with wit and rhyme, and you'll find various challengers throughout the land ready for a battle. It's fun to see if you can best someone else's wits, but the thing is if you do you will level up your charisma, and this is of great benefit as you make your way through the game.

Having higher charisma opens up more dialogue options in future character interactions, and can help you reign in someone's price or convince them to give up the information you need without bloodshed. So, if you see someone hanging around who wants a battle, more often than not oblige them, especially early in the game, because it will come in handy.

Upgrade Your Raiding Party

You will meet some great characters throughout the story of Valhalla, and when you do some of them will eventually join your Raiding party. If they do that's great, but don't forget to equip them! If you build your Barracks at your settlement you can then customize your Raiding party, which includes those characters who have joined your cause. You can also hire other people's Jomsviking here or even bring along your own if you so choose, and if your Jomsviking is used you will get some extra money.

Weak Points and Dive of the Valkyries

Each enemey has several ways to counter it, either by evading or parrying, but there's also a way to stun them for those who prefer a more precise approach. Each enemy will have a series of weak points, which can be seen in gold highlighted areas. If you target those areas and hit them, you will wear down their meter and open up the chance to hit them with a stun attack, and that does serious damage.

Now, you can also unlock abilities that aid you in combat by finding Books of Knowledge throughout the world, and one indispensable one in particular is Dive of the Valkyries. The ability has you leaping in the air as everything slows around you, and you pounce on your enemy with a big attack. It does great damage and gives you that oh so

important moment to breathe, especially against a tougher foe, so if you've got it make sure to equip it as soon as you can.

Your Wolf Partner

You can actually have an animal companion in the game, and this mission will come via your settlement. At one point there is a child you asks for your help in the settlement, and if that happens go ahead and finish off this quest, and you'll end up with a sweet wolf companion that you can name (mine is named Chewy of course) and then you open up an ability that lets you command your wolf to attack enemies out in the world, which can be not just a nice attack but also a way to distract soldiers when you're trying to sneak into a distrust area.

Starting tips

Test the different difficulty settings

In Assassin's Creed: Valhalla you do not simply choose one main difficulty level. You can adjust the difficulty level exactly to your abilities and preferences. This is because the game allows you to set the difficulty level separately for exploration (e.g. the ability to find a destination or navigate easily), combat (enemies' strength), and stealth (ease of detection by enemies).

If you want, you can e.g. increase the difficulty of stealth and make it easier to locate collectibles or complete a given battle. It is worth experimenting with it because the game allows you to change the level of difficulty even after the campaign has started. You can find more information on the difficulty levels page.

Put on the raven's outfit after defeating Rikiwulf

Rikiwulf is the first main boss of the game and the confrontation with him is described in the chapter titled Bosses. After you deal with Rikiwulf you will receive the raven clan items and it is worth equip them all immediately. This will increase Eivor's base stats, as he/she did not have any unique clothing items upon starting the game. It is also good to improve each of the items you wear regularly, especially as it will probably take some time before you start finding or receiving other valuable outfits.

An additional incentive to wear elements of the raven's outfit is the bonus received for wearing items from the same set (the armor bonus increases with the loss of health points and a greater chance of critical hits). Initially you get 4 out of 5 pieces of raven's outfit. The "missing" fifth element is a helmet you receive as a reward for defeating the second main boss - Kjotve.

Try to reach Power 20 before going to England

As a reminder, Power is a factor indicating how strong the hero is. You can increase this parameter mainly by upgrading your character to the next experience levels and assigning the acquired skill points to unlock new skills from the development tree. Entering a region with too powerful enemies means serious problems - enemies will be more difficult to defeat and will do deal much more damage.

Try to reach Power 20 before you leave Norway and go to England for the first time. The first two regions in England are recommended for Power 20 characters. You can achieve this value by completing not only main quests but also side activities such as events or finding secrets during the first hours of the game. You will find more information about the described mechanics on a separate page Suggested Power for a Region.

Use Odin's Sight to locate enemies, keys and treasures

Eivor can use Odin's Sight from the very beginning of the game and it is not limited in any way. The special vision mode revolves around scanning the environment for interesting things. Above all, Odin's Sight can be useful to you for:

- Targeting your opponents - this allows you to avoid them more efficiently or attack them by surprise.
- Finding treasure - if you don't see the treasure despite the symbols on the map (e.g. the yellow dot) move the camera vertically - it can be on the roof of a building or under the ground.
- Finding the keys - they may lying in plain sight or be carried by enemies. Keys are useful for opening closed doors and crates.

Return to Gunnar with the found ingots

Gunnar is a friendly blacksmith - during your stay in Norway you can find him in the

village of Fornburg, and after moving to England you will be given the mandatory quest of building a hut for him in the newly established Viking settlement. Gunnar has the skills to improve the quality of Eivor's items, which increases their maximum number of improvements and allows them to "install" runes.

Keep returning to Gunnar with the ingots found in the game world, as they are used to "finance" equipment improvements (and not silver). However, please note that ingots come in three varieties. Their basic variety - Carbon Ingot - will only allow the upgrade of solid objects to excellent. If you want to make further quality improvements, you need to find rarer ingots. For more information, please see the page Improving your equipment.

Events allow you to gain a lot of XP

During the game, you can acquire experience points in various ways, with World Events being the second-best xp source after quests. We strongly recommend that you keep up to date with all the events found on the world map, as well as actively search for new ones (they may hide under the blue dots on the map).

Events are different kinds of small quests - you may, for example, be asked to help with completing a certain activity, to ease a conflict, or to find a missing item. They are neither difficult nor long. The game awards you with at least 1200xp for completing the event and especially in the initial phase of the campaign it can allow you to reach higher experience

levels much more often. Locations of events can be found in our world atlas. We also described them in the walkthrough guide.

Use the hood to reduce the risk of detection

Eivor can put on the hood after selecting it from the drop-down menu (the lower direction key on the pad), but this is only possible if the hero is currently not fighting with anyone. The hood is useful in "orange" locations, i.e. locations where opponents can attack Eivor after he gets close to them. It has two main applications for sneaking around more effectively and staying hidden:

- The hood can delay the detection of Eivor. This is a useful feature, but be aware that it does not guarantee "invisibility". It is still useful when avoiding enemies at a medium distance.
- The hood may allow blending in with the surroundings. For example, Eivor can sit on a bench or stop at a table allowing him/her to hide. In this case, you don't have to worry about keeping a safe distance, but the disadvantage of this solution is the need to stay still. So this is mainly useful if you are waiting for a mission objective or any other event.

Use the materials for the first upgrades of rations and quiver.

In the game, you can spend crafting materials to improve your inventory. Before you decide to improve your weaponry and armor, make two other purchases from your inventory:

Improve your Rations by spending 50 pieces of leather and 100 iron ores. This will increase the number of possible provisions and possible treatments by 1. You will, of course, find it useful during each difficult battle. Another rations upgrade is unfortunately much more expensive (140 pieces of leather, 300 iron ores) and it's better to wait with it.

Improve the quiver by spending 30 pieces of leather and 20 iron ores. You can also unlock another level for 80 pieces of leather and 50 iron ores right away or shortly after. Upgrading the quiver will allow you to carry more arrows in your inventory. This will reduce the risk of exhausting them during fights and you will less often have to find places in the game world where you can replenish your arrow supply.

Information on how to obtain leather, iron ore, and other raw materials can be found on the separate page titled Crafting materials.

Make sure to quickly erect important buildings quickly in the settlement

Gunnar's blacksmith hut is the only building in the settlement that has to be erected. You have a choice as to whether to build other structures but you must be aware of the fact that you will have a very limited stock of crafting materials. As a result, it is important to

first erect buildings that will unlock important new game mechanics, quests, and features. Our recommendations are:

- Hidden Ones Bureau - It unlocks the entire storyline of the Order of the Ancients (the equivalent of the Knights Templar). You will be able to identify the members of the Order and hunt for them.
- Barracks - Unlock the possibility of recruiting jomsvikings. You can recruit other players' Vikings as well as allow other players to use your subordinates and benefit from it (you must play online).
- Hunter's Hut - Unlocks the ability to deliver legendary animal trophies and unlocks hunting assignments, which can be rewarded with ingots and runes.

Raiding the monasteries allows you to acquire rare materials

In order to erect the buildings listed in the previous section (and all others in the settlement), you need to have special materials. Unfortunately, you will never have any excess of them. The most problematic are Raw Materials, as they are not found in large quantities during a simple exploration of the game world.

Try to organize raids on the abbeys discovered on the world map. In each such location, you will find at least two large containers hiding raw materials. Raiding monasteries will primarily make it easier for you to erect a few initial buildings that do not yet require very large amounts of raw materials (an average of 30-45 materials per building).

There are important choices in the game but there are not many of them

Assassin's Creed Valhalla, like AC Odyssey and AC Origins, draws inspiration from

RPGs and this means, among other things, that in some quests you will make difficult decisions. Some decisions only slightly change the course of a quest or a single conversation, but there are also important choices in the game that have long-term consequences. Your decision may, for example, lead to the acquisition or loss of a potential ally, as well as contribute to unlocking another end of the game.

It is best to save the game before each conversation (you can create both manual and quick saves) in case of inappropriate behavior or generally choosing the "wrong" dialog option. Important choices are described in more detail in the FAQ section and are also included in our walkthrough guide.

Use the horn to summon your companions for help

From the very beginning of the game, Eivor has a horn that has two applications - it can be used to summon boats and to summon crew members. In both cases, in order to use the horn, you have to hold down the lower direction key on the pad and select the appropriate item from the drop-down menu.

The second option is more useful. Duringyour stay in a hostile location you can summon other Vikings to help. This is particularly helpful in situations where you have failed with the stealth approach and have been detected, as you will not have to fight all your opponents alone. However, Viking support can also be useful when you want to secure a location faster. In a group you can get rid of enemies more easily.

Look around for the Books of Knowledge

In addition to unlocking new skills you can also use active abilities. These are unique combat techniques involving the use of melee and ranged weapons. With abilities you can, among other things, shoot hails of arrows, throw axes, and charge at enemies. As abilities are powerful attacks their use is limited - you have to fill the special adrenaline bar.

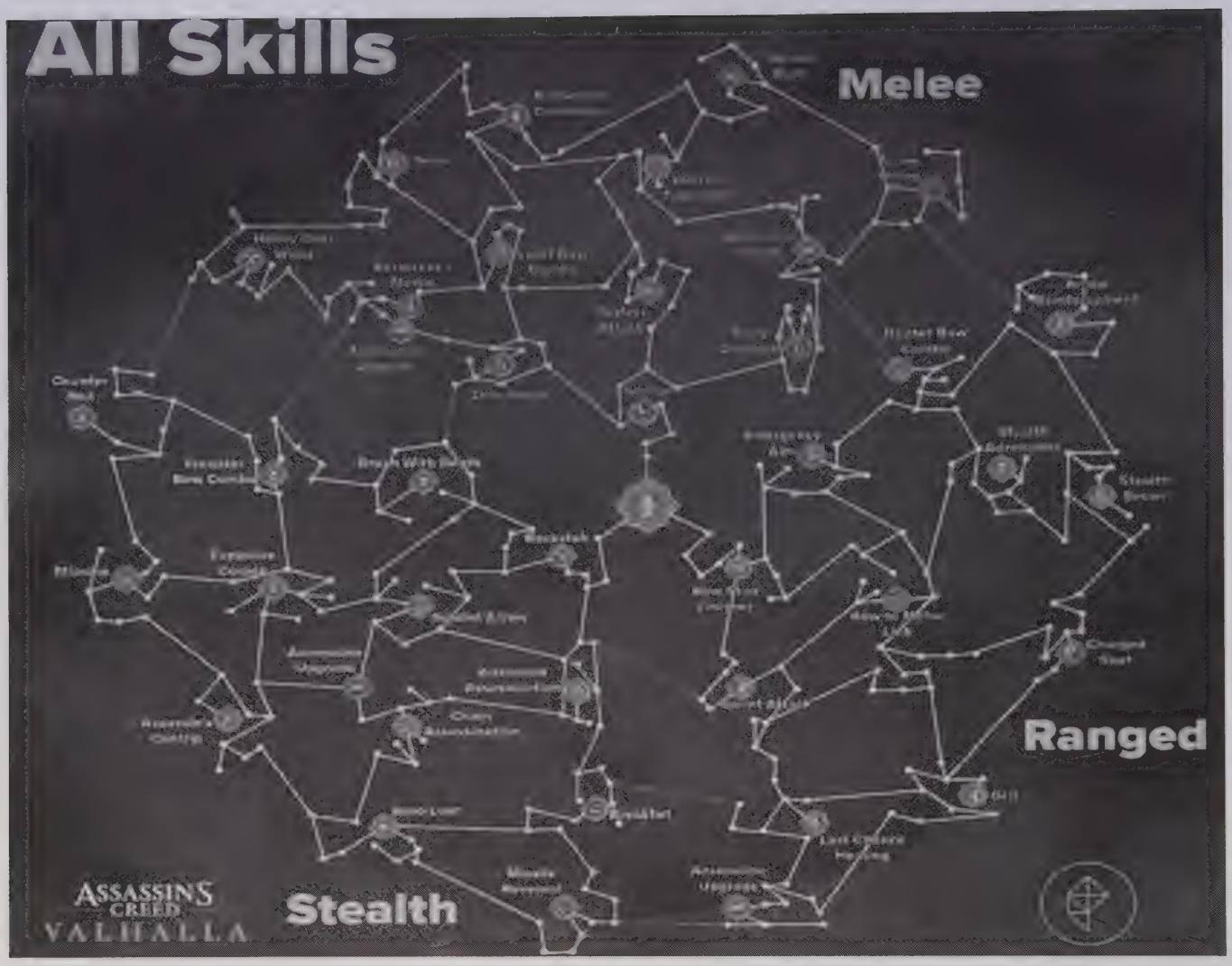
The only way to unlock the new ability is to find the related book of knowledge - they are one of the collectibles type in the game. After you have learned the ability, you must add it to the shortcut bar - Eivor can have 4 ranged and 4 melee combat abilities equipped at the same time.

Assassin's Creed Valhalla guide: Complete skill tree

Within the first few hours of Assassin's Creed Valhalla, you'll gain access to the massive skill tree for the first time. But the menu in which you spend those points is shrouded in fog, hiding most things until you get farther down a particular path.

In this Assassin's Creed Valhalla guide, we'll show you how to get skill points and all of the skills that you can unlock.

All skills



In Assassin's Creed Valhalla, you don't level up like a traditional role-playing game. Instead, you'll gain two skill points every time you reach an XP threshold.

When you take those skill points into the Skills menu, you'll start at a central point. You can then spend your skill points to branch out into numerous constellations themed after three play styles: melee, ranged, and stealth. As you invest skill points in stat nodes (the little ones) and main skills (the big ones), you'll raise your Power, which will help you determine when you're ready to enter a difficult area or fight a big boss. You can see Eivor's Power level at the bottom center of the Skills menu.

As you make your way into each of the constellations, you'll see one main skill surrounded by a bunch of smaller stat nodes. These help improve Eivor's fighting skills with bonuses like increased resistance to status effects like poison, as well as boosts for health, stealth, ranged attacks. You'll end up with a variety of these stat nodes as you up your Power, but they're not worth focusing on. The real prize here are the named perks - Assassin's Creed Valhalla's main skills.

Because the game shrouds the constellations you haven't unlocked yet, it's difficult to tell where you're going or what you're building toward. Below, we've listed out all the skills and their descriptions. Check out our maps to see the path to each one.

Melee skills

The melee skills are all to the north. You can get some powerful tools in here like Adrenaline Fiend and Stomp.

- Stomp. When an enemy falls to the ground, press R3 to stomp on their face.
- Dual Swap. When Dual-Wielding, hold R2+R3 to swap weapon hands.
- Perfect Attack. Press R1 again during a weapon swing to do more damage on the next hit.
- Parry Damage. Successful parries also deal damage to the attacker.
- Adrenaline Fiend. When one or more adrenaline slots are filled, you gain a damage boost and attack-speed boost. This effect augments with each slot filled.
- Arrow Volley. Discharge all loaded arrows at once by holding and releasing R1 with a Light Bow. Each volley of arrows has a stamina cost.

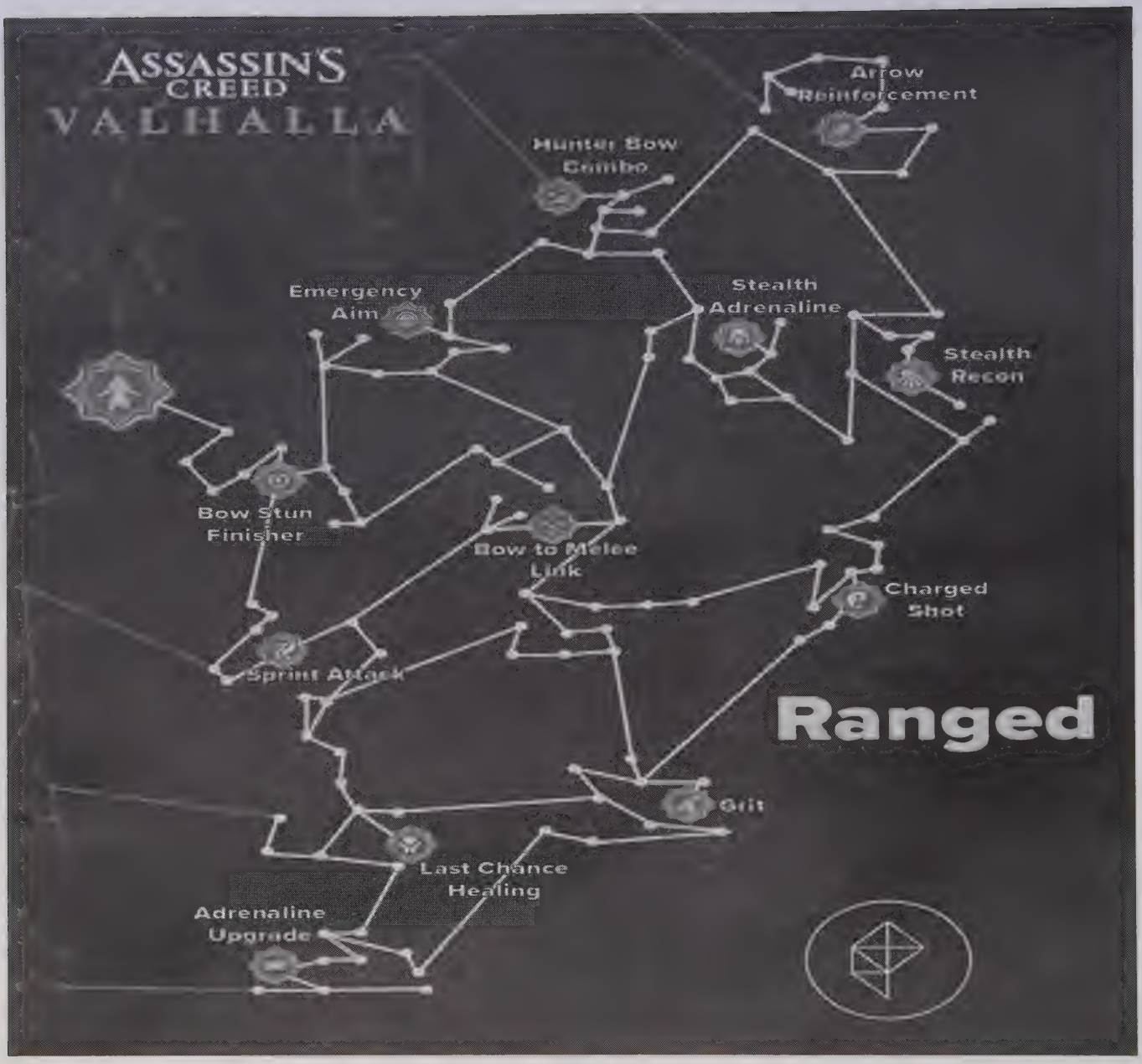
- Warrior Takedown. Attempt a R2 Takedown on an unaware enemy with your melee weapon. It will alert all enemies around you but will fill your adrenaline for everyone one of them.
- Sprint Bash. Unlocks the ability to bash into breakable objects and push NPCs to the ground while sprinting.
- Adrenaline Upgrade. +1 Adrenaline Slot
- Berserker's Mettle. Fight with reckless abandon. A partially filled adrenaline bar will not be affected by an enemy's first strike.
- Light Bow Combo. Consecutive shots with a light bow deals extra damage.
- Battlefield Cremation. Enemies who perish from one of your fire attacks will continue to burn, dealing fire damage to enemies nearby.
- Terror. After a Stun Finisher, weal enemies nearby may cower in fear.
- Heavy Dual Wield. You can dual wield with heavy weapons. This will alter the stats and handling of each weapon.

Stealth skills

The stealth skill are in the bottom left part of the skill tree. Here you can pick up some really powerful tools like Breakfall, Advanced Assassination, and Chain Assassination.

- Backstab. Landing a blow directly on an enemy's back will inflict increased defense damage and cause them to stagger.
- Brush With Death. Dodging just before an attack lands grants you heightened senses, making others around you appear to move slower for a time.
- Guided Arrow. Your mastery with the Predator Bow allows you to perform unbelievable feats of accuracy. Press R1 to adjust the arrow's trajectory as it flies.
- Advanced Assassination. Unlocks the ability to assassinate high-level targets with a timing based attack.
- Predator Bow Combo. Consecutive headshots with a predator bow deals extra damage.
- Counter Roll. Dodge towards an enemy's Rune Attack just before it lands to vault directly behind him.
- Explosive Corpse. Booby-trap a dead body to damage anyone who investigates it. Hold R3 near a dead body to load it with explosive powder.
- Miasma. Enemies who die from one of your poison attacks will release a toxic cloud around them, infecting those who enter.
- Adrenaline Upgrade. +1 Adrenaline Slot
- Chain Assassination. After performing a successful assassination, throw an axe at a second NPC standing in close proximity.
- Assassin's Cantrip. Following a successful parry, quickly press Triangle to throw a smoke bomb at your feet and disappear.
- Auto-Loot. Loot an enemy automatically after a melee kill or a stealth takedown.
- Breakfall. Eivor automatically performs a roll when landing from a dangerous height, reducing the amount of damage taken.
- Missile Reversal. Send it right back at 'em. Catch and throw back virtually any projectile to its sender by pressing L1 just before it hits you.

Ranged skills



The ranged constellations are in the bottom right part of the skill tree. You can pick up some good skills here like Emergency Aim and Grit.

- Bow Stun Finisher. Press R3 when aiming at a stunned enemy head to trigger a Bow Stun Finisher.
- Emergency Aim. Holding L2 will snap your aim to the enemy as they detect you, giving you an opportunity to kill him and remain undetected.
- Bow to Melee Link. Alternating between bow and melee attacks deals extra damage for a short time.
- Sprint Attack. Press R1 while sprinting to do a sprint attack.
- Hunter Bow Combo. Release your arrow as you finish drawing it to make the next one draw faster.

- Arrow Reinforcement. With this skill, loosed arrows will never break and may be collected from fallen enemies.
- Stealth Adrenaline. While in stealth, gain Adrenaline by looting a chest or pick-pocketing in a restricted area.
- Stealth Recon. Automatically highlight enemies when crouched and undetected.
- Battleground Bolt. Press Triangle to pick up the nearest discarded weapon, and automatically throw it at an enemy in sight.
- Charged Shot. Fire two fully charged arrows by pressing R1 with the Hunter Bow. This attack cannot be cancelled.
- Grit. Regain the "red portion" of your health bar when landing successful melee hits on enemies.
- Last Chance Healing. When your health reaches a critical state in conflict, everything around you will appear to move slower, giving you time to heal or flee.
- Adrenaline Upgrade. +1 Adrenaline Slot

Our 10 favorite skills to unlock first

The Valhalla skill tree is huge and hard to parse. These skills should be the first on your list.

STOMP

When an enemy falls to the ground, press R3 to stomp on their face.

No matter how you play Valhalla, you'll get into melee fights. And that's why you need Stomp, which is essentially an execute button. When knock someone down - pretty standard when you break their shield - you can press a button to deal a massive blow to their health.

This is the first skill you should pick up, regardless of how you plan on playing.

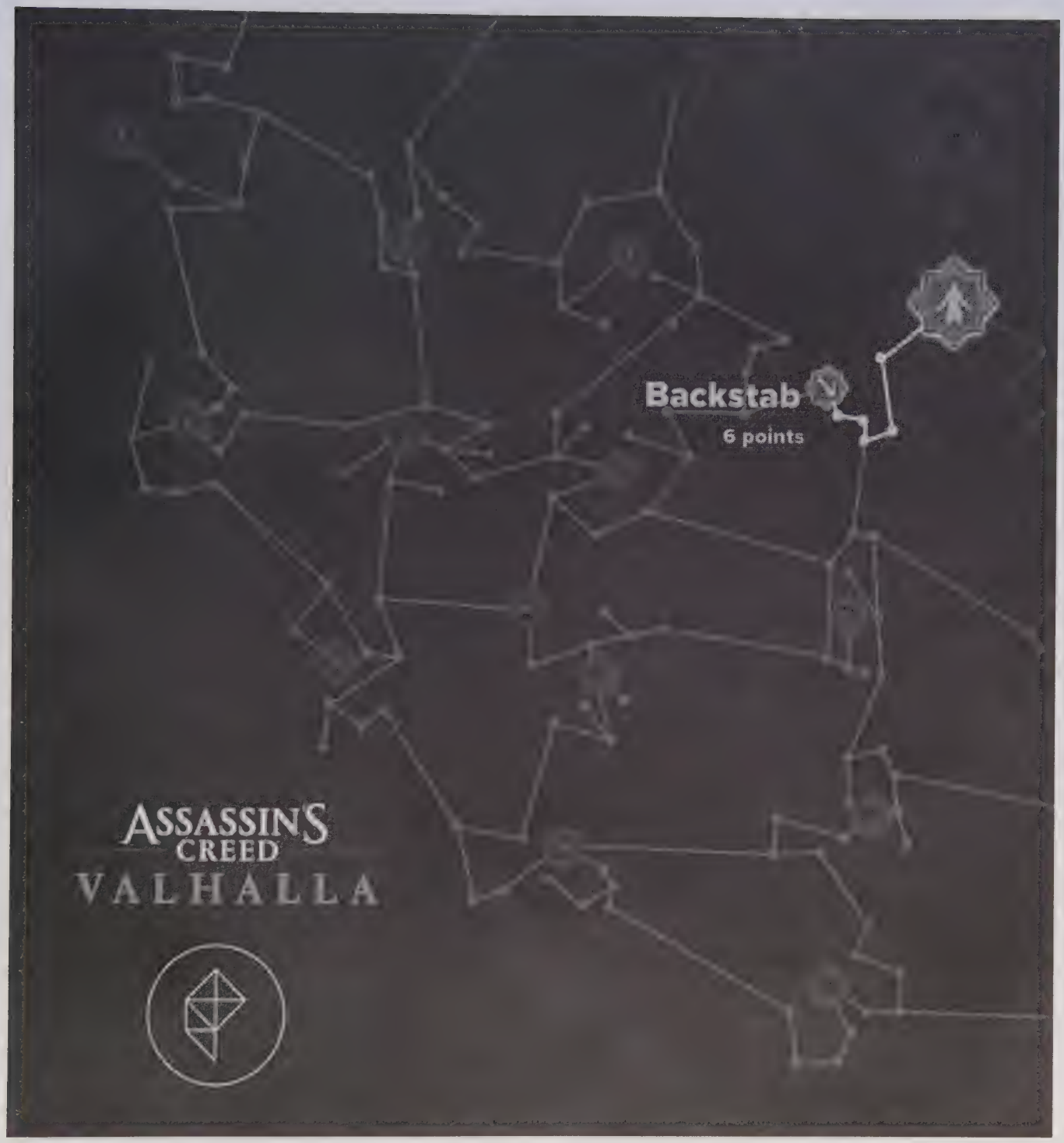
Adrenaline fiend

When one or more adrenaline slots are filled, you gain a damage boost and attack-speed boost. This effect augments with each slot filled.

A little further into the melee constellations, you can pick up Adrenaline Fiend, which basically just gives you free damage and attack speed for not using one of your Adrenaline-spending abilities - the ones from the Ability menu, which are different than skills. This skill is great, especially as you progress through the rest of the skill and earn more Adrenaline Points (more on that below).

To get Adrenaline Fiend, take the path through the Parry Damage constellation, as that's another solid skill.

Backstab



Landing a blow directly on an enemy's back will inflict increased defense damage and cause them to stagger.

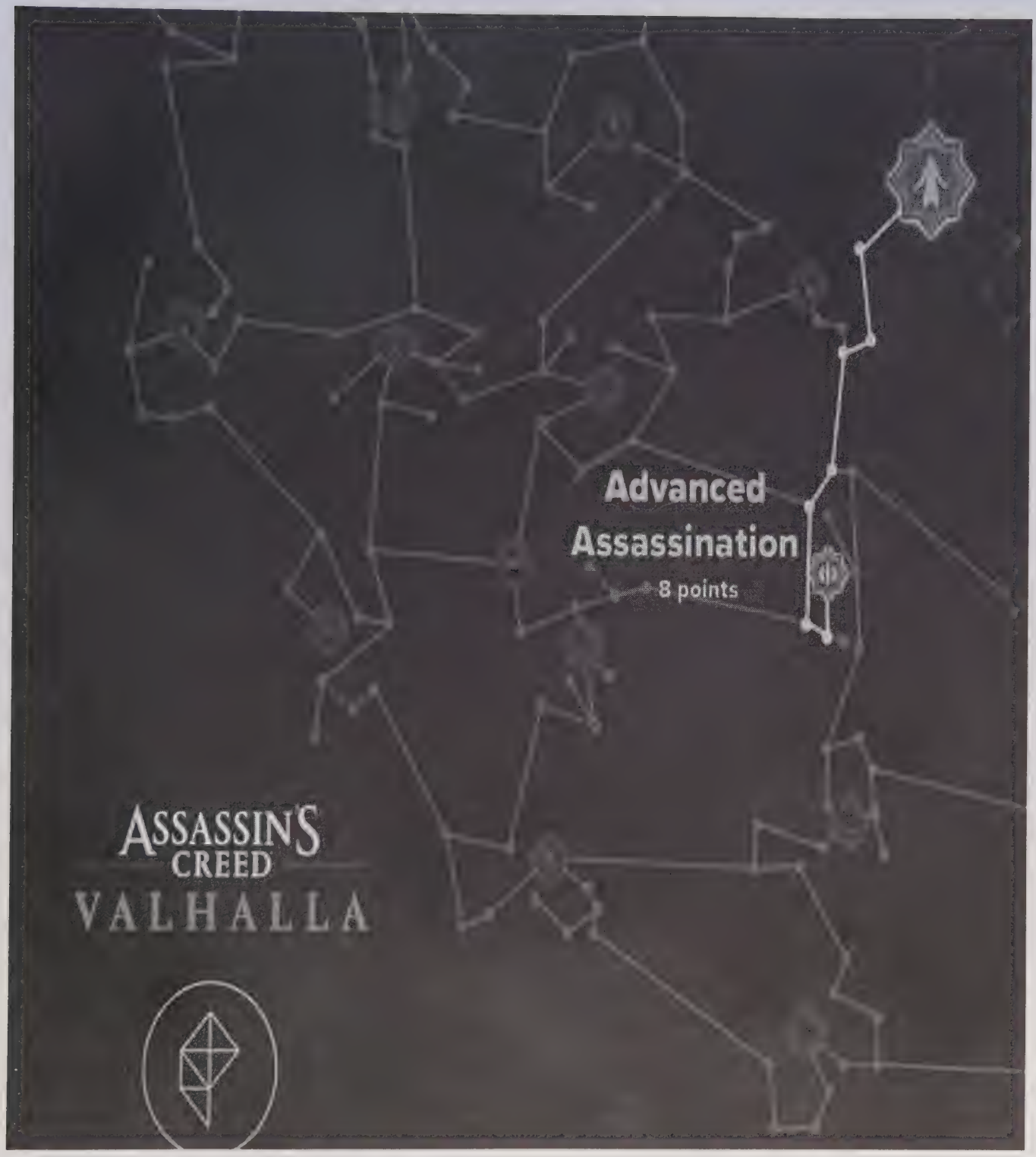
There are a few reasons to pick up Backstab. First, the stealth skills are the best on the board - as you'll see from our recommendations here - and Backstab is a really easy early investment. Backstab also gets bonus points for being a perk that's always active. If you can hit an enemy in the back, you'll deal bonus damage - in combat or before it begins.

Brush with death

Dodging just before an attack lands grants you heightened senses, making others around you appear to move slower for a time.

Brush With Death should be familiar if you've played third-person action games before - like other Assassin's Creeds and even The Legend of Zelda: Breath of the Wild. This skill is available early in the stealth tree. Dodge, and when time slows down, it's safer to attack.

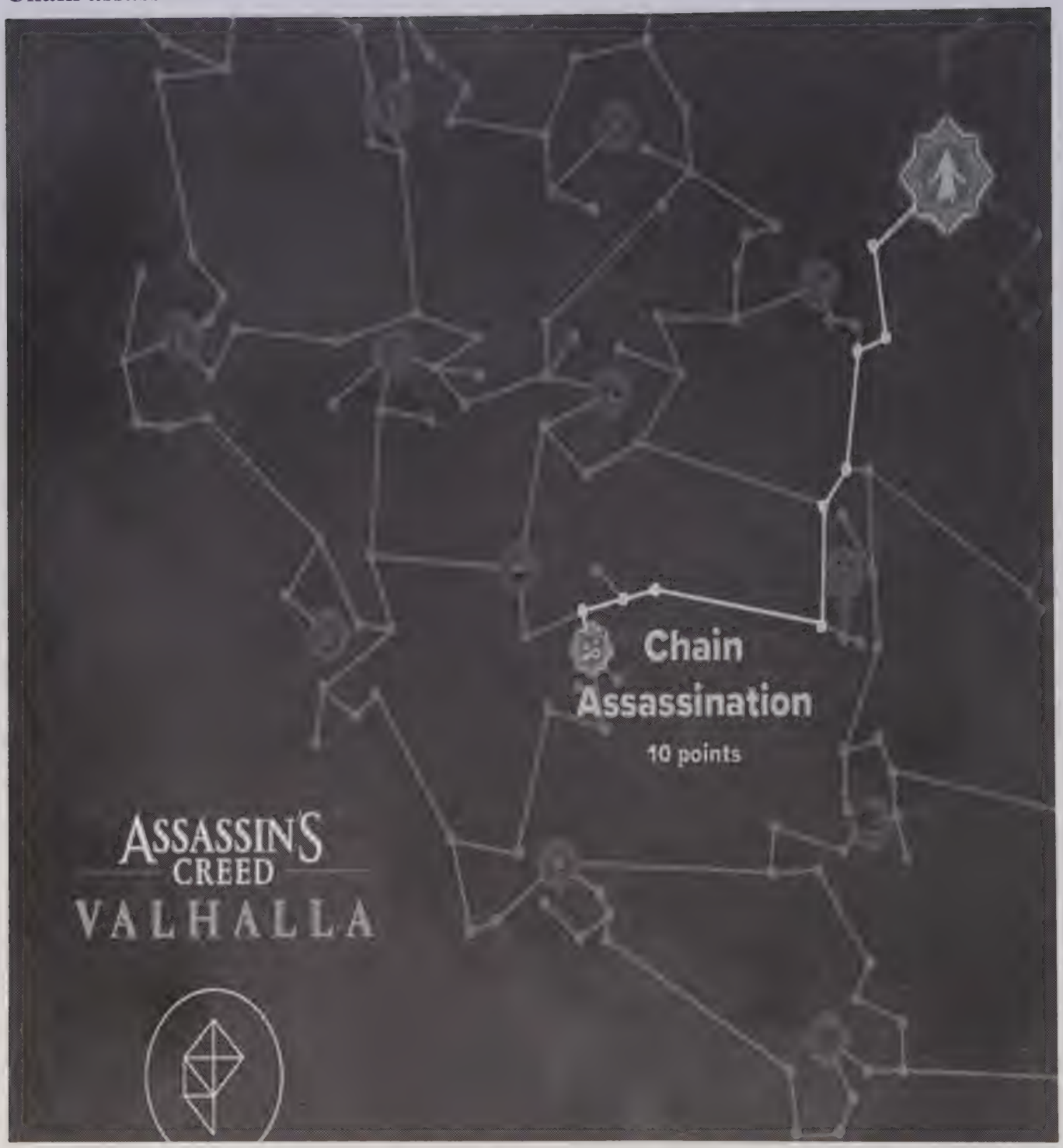
Advanced assassination



Unlocks the ability to assassinate high-level targets with a timing based attack.

Advanced Assassination is a bit father into the stealth tree, but it's crucial. There are plenty of powerful enemies in Assassin's Creed: Valhalla. Taking them out with a single, well-timed blow can make a huge difference at the start of a big fight or the middle of a stealth run.

Chain assassination



After performing a successful assassination, throw an axe at a second NPC standing in close proximity.

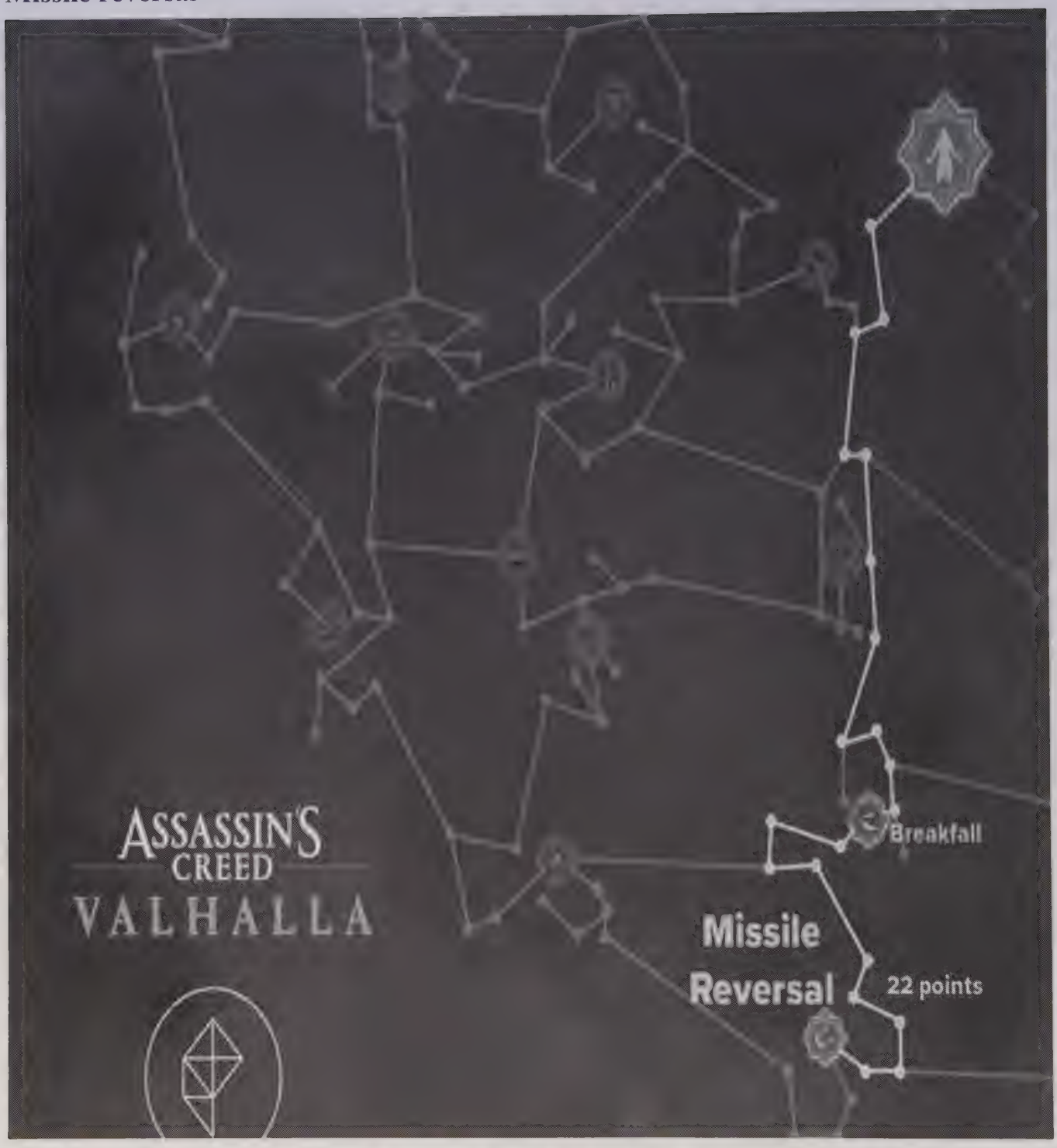
Chain Assassination is the next logical step after Advanced Assassination. It turns every stealth kill into two stealth kills, which actually makes it a great choice for players who want to go loud instead of sneak around, too. Starting every fight by eliminating two enemies instead of just one is a pretty good deal.

Breakfall

Eivor automatically performs a roll when landing from a dangerous height, reducing the amount of damage taken.

Breakfall is another step over from Advanced Assassination, and while this skill technically falls into the less impactful category of "convenient," we think it's worth picking up. Health is harder to come by in Valhalla than in other Assassin's Creed games, and the terrain is mountainous. By letting you jump more safely, Breakfall saves you some rations and speeds up your exploration.

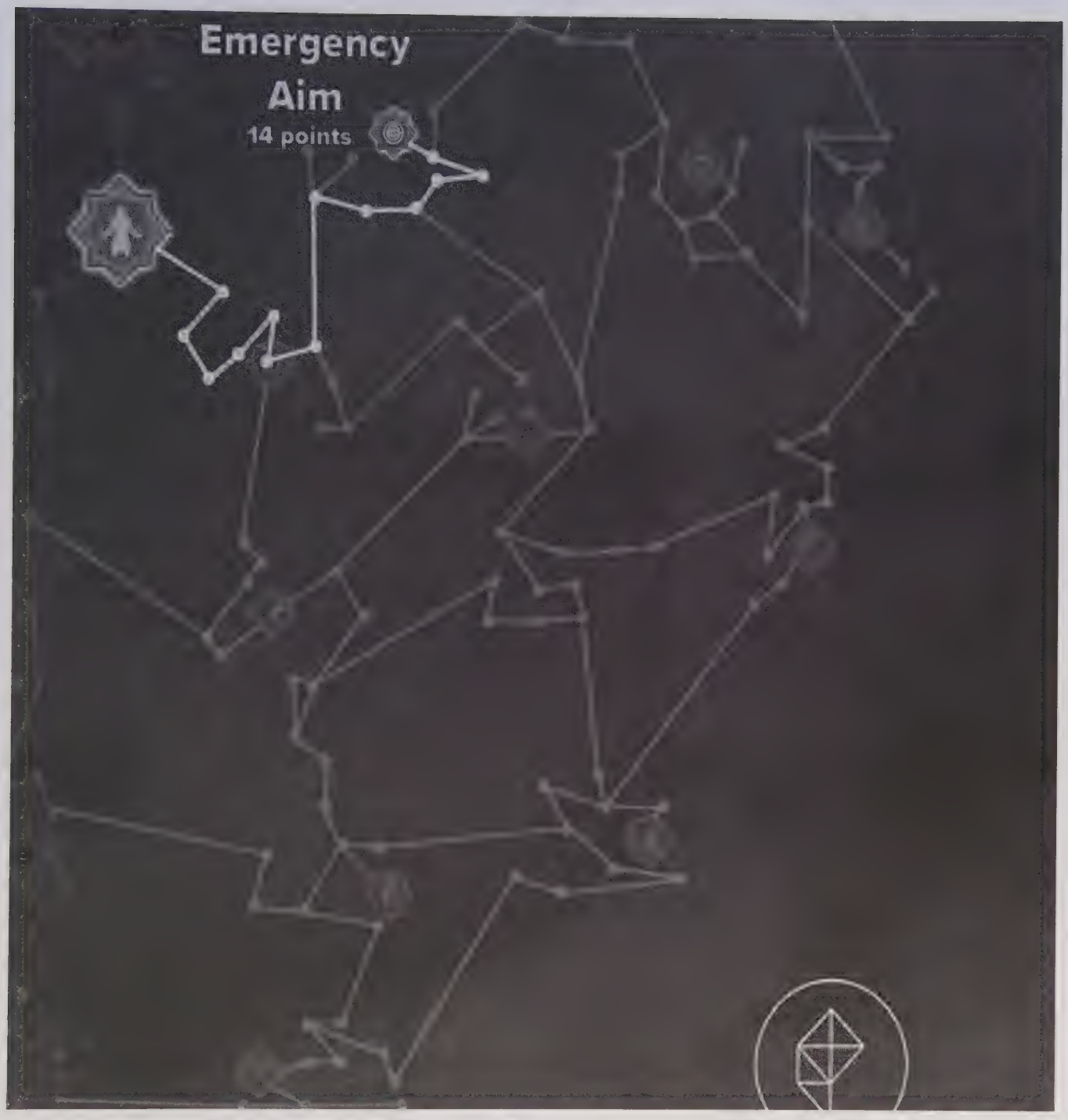
Missile reversal



Send it right back at 'em. Catch and throw back virtually any projectile to its sender by pressing L1 just before it hits you.

Missile Reversal is one of the most expensive skills - deep into the skill tree - that we suggest, but it's also exciting. Lots of enemies love to shoot various missiles at you mid-combat. Being able to quickly flip it and reverse it saves you some health and deals some damage.

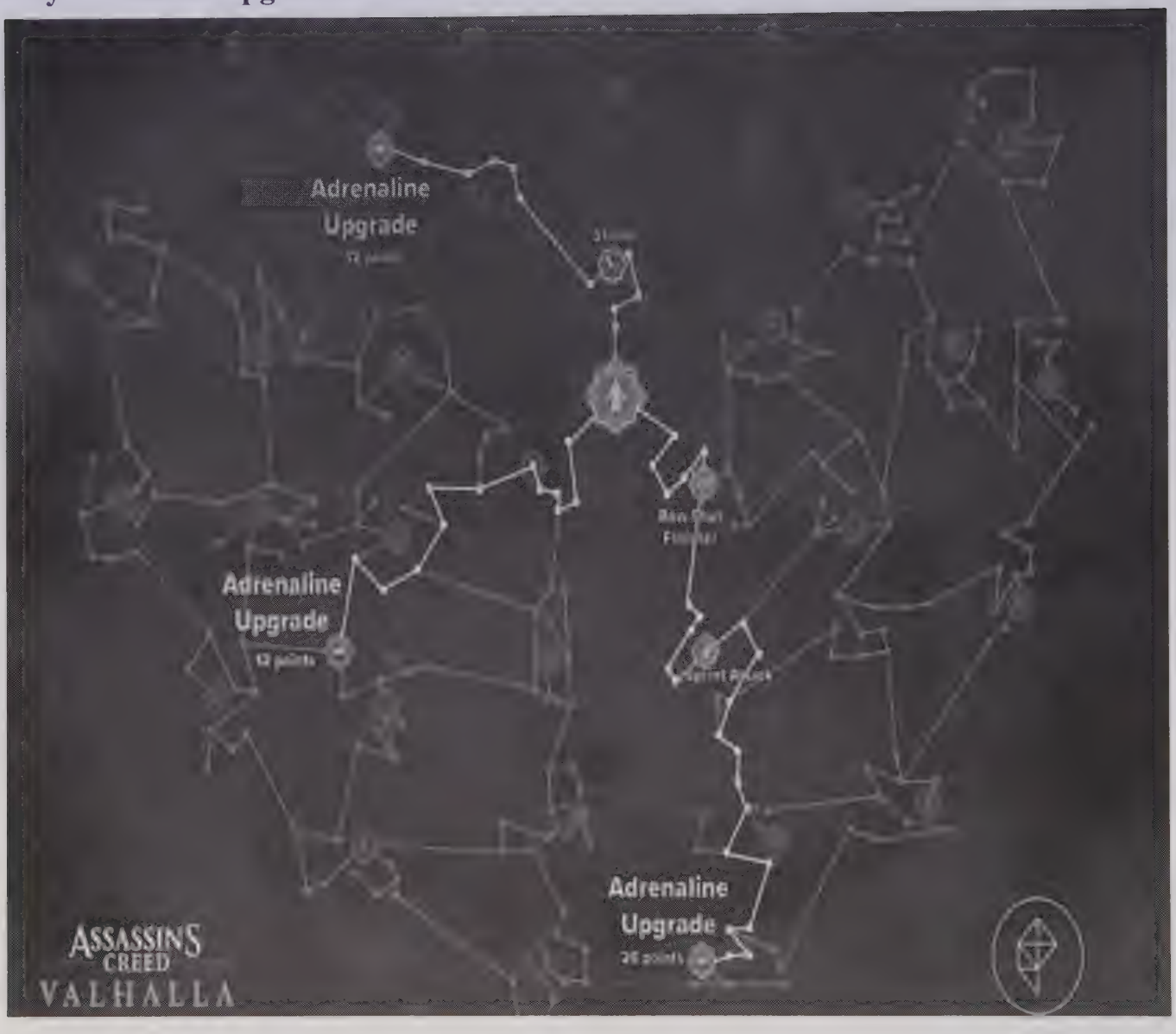
Emergency aim



Holding L2 will snap your aim to the enemy as they detect you, giving you an opportunity to kill him and remain undetected.

The Emergency Aim skill should be familiar to avid stealth game players. It's similar to the snap aim ability in Metal Gear Solid 5: The Phantom Pain, for example. Without as many tools to mark every enemy on the map, Assassin's Creed: Valhalla makes stealth a bit harder. Emergency Aim gives you that cushion to react and protect yourself from enemy detection.

Any adrenaline upgrade



+1 Adrenaline Slot

This is a generic suggestion but an important one (and it fits in nicely with the Adrenaline Fiend skill). More Adrenaline slots means more ability usage. Abilities help you deal more damage and or give you some useful utility for every play style. There are three of these on the skill tree, meaning you can have four total Adrenaline slots. If you're grabbing a skill in a nearby constellation, it's almost always worth branching out to upgrade your Adrenaline capacity.

Dominate 9th century England with these Assassin's Creed Valhalla tips

If you've just started Eivor's journey, you'll most likely be looking for some Assassin's Creed Valhalla tips and tricks to help you out in the early game. There are so many systems in play, and with a shift towards more tricky Souls-like combat, you may need some

pointers to get accustomed to the gameplay in Valhalla.

This Assassin's Creed Valhalla guide will focus on some general tips you should know before you start playing. It'll help you grapple with the game's combat and exploration, while also pointing you towards the best available abilities in the game, setting you up for a successful siege of the British Isles.

Assassin's Creed Valhalla guide: 6 top Valhalla tips you should know

Save to upgrade your rations and quiver early

Leather and Iron Ore are two of the most common resources in Valhalla, used primarily for upgrading weapons and armour. But don't shovel them all into better swords and shields straight away. Instead, save them for building out your rations and quiver first.

Start with rations, as every ration consumed provides a significant bump in health, so getting three at your disposal early is worth it to mitigate avoidable deaths in combat. Once you've done that, use the remainder to expand your quiver. Every arrow is essentially a free kill in the early game, and you'll need the extra ammo, as ranged weapons like the Recurve Bow start with a measly five projectiles.

Match your playstyle with your weapons and armour

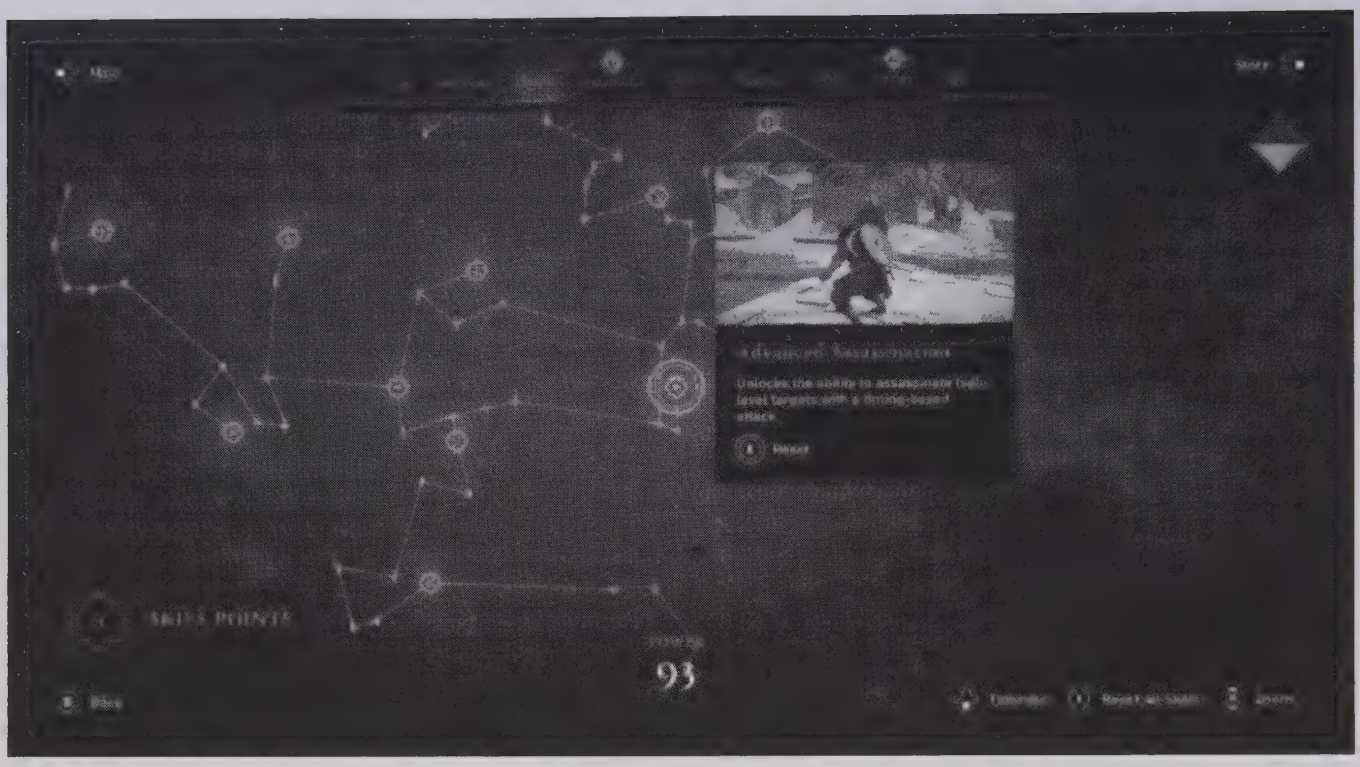
Once you're fit and flush with ammo, ensure you're not wasting stat boosts by matching your weapons and armour to your playstyle. The game doesn't explain this very well, but it's super important. Look at the skill tree and see whether the school of the Raven (Stealth), Wolf (Ranged), or Bear (Heavy) takes your fancy, then check whether you've got armour and weapons matching that school equipped.

In each skill tree, there are 'Way of The X' nodes that only offer boosts if you're wearing items from your chosen playstyle. Armour, meanwhile, comes in sets that provide specific bonuses for wearing all five pieces from the same school.

Get every Book of Knowledge in Norway

Assassin's Creed Valhalla starts in Norway on an overwhelmingly large landmass full of icons, but (spoilers!) you quickly set sail to raid the English coast after the first few story missions. Arriving in England unlocks several essential features including the settlement system, so don't dilly-dally too much, but you should definitely get every Book of Knowledge in Scandinavia before you leave.

Books of Knowledge give Eivor permanent access to abilities, so you'll want as many as possible to make combat much easier when you arrive in Britain. There's a fantastic ability I'm still using in the mid-game called Rage of Helheim. You can grab this by heading behind the waterfall in the easternmost part of Rygiafylke. Mark of Death (found in Alkestrad) is also instrumental.



Get Advanced Assassinations to cheese high-level enemies

One of the best skills you can acquire in the early game is called 'Advanced Assassinations', found in the school of the Raven in the lower left of the gigantic skill tree. If you assassinate high-level enemies without it, you won't kill them outright. But, with Advanced Assassinations unlocked, a quick-time event will trigger during the kill. If you nail the QTE, you'll kill miniboss baddies and other tricky foes instantly, avoiding the rigmarole of a drawn-out battle. You can leverage this skill to punch above your weight class in raids and get access to high-level resources and gear early. Speaking of which...

Raid early and raid smart

As soon as you land in England, you'll set up your camp and start the main questline, committing to regions and solving their power struggles. Yet before you dig into the meat of Assassin's Creed Valhalla, it's worth raiding as much as you can, acquiring the supplies necessary to unlock important settlement buildings.

Construction reveals the game's most fun features, like Reda's contracts, Legendary Animals, the Order of the Ancients, and more. You should see several raids available to you in your immediate area on the map, many of which may look daunting at first. But if your Power level is in the early 100s, you should be able to manage them with tactical use of stealth and abilities. Raids end when you open up every supply box at the camp or monastery, so lure and assassinate the heavy-hitters first, then blow the horn, force the doors open, steal your loot, and quickly escape. Then head home and enjoy fleshing out your settlement early.

Turn Valhalla into Sekiro

Remember the Mikiri Counter from Sekiro? The ability that let you dash into an unblockable attack to nullify and counter it? Assassin's Creed Valhalla has its own high-risk, high-reward version called the Counter Roll. Far West from the starting point of the Raven skill tree, you'll find this ability that makes the game's unblockable attacks blockable.

Once unlocked, if Eivor dashes into an enemy, they will tumble over their back and open then up to deadly backstabs. When you start encountering Dark Souls-style boss fights, where enemies have big health bars and giant stagger gauges, this skill becomes essential to your survzval, keeping you from getting nicked by the tip of a spear and desynchronising.

Lead a horse to water

Once you have enough supplies from your early raids, your top priority should be to unlock the Stable just past the Longhouse. This will let you purchase mount upgrades from Rowan, one of which is the Horse Swimming upgrade. If you've ever lived in England, you'll know its a wet place, but this skill lets your horse plough through the deepest bodies of water with relative ease.

As you might imagine, there's a lot of travelling by horseback in Valhalla, and you'll encounter plenty of situations where you'd rather go through than around. As such, this skill is a massive timesaver: Pick it up as early as possible.

Get the Heavy Dual Wield skill to become a monster

In the northwestern part of the skill tree, following the red trail of Aspect of Bear skills, you'll find Heavy Dual Wield, a perk that let's you wield two-handed weapons with just one hand. Now you can sport double Dane Axes, or double spears, and these extra combinations are insanely awesome. What's more, two-handed weapons tend to hit a lot harder than their one-handed counterparts, so you'll do more damage too.

Turn up the exploration difficulty to make the game more immersive

Exploring England is a lot of fun, but it's better if you turn off some of the bells and whistles that take a lot of the thought out of roaming around. With the exploration difficulty turned up, items will be harder to locate and you'll be given less help (like being shown the distance to a nearby item). This might sound frustrating, but it makes Valhalla much more immersive and fun. Now, instead of feeling like you have to check items off of a list, you can just roam around and explore at your leisure, and the world is densely packed with enough stuff that sniffing around mysterious ruins and finding treasure will feel more rewarding and exciting.

Don't skip out on Flyting challenges

Early on, you'll be introduced to Viking rap battles - called Flyting - which increases your charisma and occasionally unlocks extra dialogue options. Don't skip out on these. Without spoiling anything, there are several instances where these extra dialogue options will open up new routes through the story that can be extremely useful - or help diffuse situations where beloved characters are at risk.

Even if you're not a poet, Flyting is relatively easy. Just make sure your answer rhymes with your opponent's verse and conveys the same meaning. If they're talking about what an idiot you are, the better option is the one that turns the insult back on them rather than switches topics entirely.

Assassin's Creed Valhalla romance guide: How to make sure your viking gets the horn

Bil

Known only as Bil, this woman is waiting by a frozen pool for eager passers by to try their luck at finding her precious comb in the icy depths. Use Odin's Sight to track the treasure, dive down quickly to avoid hypothermia and return Bil's comb. She'll lead you away to an area with a wine bottle and a fire and then ask if you want her to 'comb your hair.' Accept and she'll iron out the 'kinks'. *ahem*

Broder

Not to be confused with his brother Brothir - yes, shh, that's why we said not to be confused - Broder will proposition you at the wedding of his sister and King Oswald. You can then opt in to make the most of a not-so-secluded spot at the wedding and pass some time with an activity that isn't Orlog. Who knows how he could use that plow-sword? Just make sure you get his name right when the game challenges you afterwards. Awks…

Randvi

Now here's where things get interesting. Randvi is Sigurd's wife and jumping into bed with your Jarl's other half might not be the best way to curry favour. Especially if someone walks in while you're at it on the war table. Don't worry though, you can always justify it by the fact that Randvi propositioned YOU on that lovely adventure into the country after you read her note about her love. Just remember that if you do accept Randvi's declaration of love and enter a relationship while she is still with Sigurd, that's one of the five decisions that sway the ending. Three of those and you won't get the ending you might like. But also, war table friskiness so…

Petra

Well, Eivor IS popular on the settlement. Petra at the Hunter's Hut will ask you to come looking for her brother with her on a quest and, of course, you get on like a house that's had a torch thrown at it. Meet her after this and she'll ask you on an adorable archery date. It's cute and, even if you don't let her win, she'll still tell you she likes you. Bad news is though that if you're already in a relationship, you won't be able to be in one with Petra. Damned monogamous Vikings…

Stowe

Well, you'll think you can flirt with Stowe of Lunden, there will even be a heart next to his name as you call him a burly fighter. The truth is though that he only has eyes for Erke. Joyously, his description in the games Codex says "He saw the ruling of Lunden as a family, with Tryggr at the head as a father, Avgos as a brother, and Erke as something unlike either." D'awwww. Love wins. Even in Order of the Ancients packed Lunden.

Stigr the Amorous

Flyting can be thirsty work. Especially for Stigr the Amorous of Hemthorpe in Snotinghamshire. He's so impressed with Eivor's tongue that he wants a little more of it. You can choose to grant his wish or just take his silver and scarper after beating him with words.

Tewdwr

The future ealdorman of Glowecestre, Twedwr just wants to drink a lot of mead and

have a brilliant night with Eivor before he takes over the big job ahead. On your drunken night together, you have the choice of making that a romantic one or just a platonic adventure where you chase chickens together before a nasty surprise the next day. Either way, the result is the same.

Vili

Ah, Vili Hemmingson, the son of the grand Jarl of Snotinghamscire. Near the end of the Snotinghamscire arc, you'll be sitting at a campfire and get the chance to answer Vili's question of your friendship since childhood ever evolving into something more. Either way, there appears to be no hard feelings, although he does disappear sharpish if you say no. But he is on his way to a funeral and maybe this is all wholly inappropriate. Don't worry though, even if you spurn his advances, he'll still move to your settlement if you don't choose him as Jarl.

Assassin's Creed Valhalla settlement guide: Every Ravensthorpe building explained

Blacksmith

Gunnar's forge is the first building you'll upgrade as part of your growing settlement so there's no avoiding constructing the Blacksmiths. Gunnar can upgrade your gear from regular to Superior, then up to Flawless and Mythical. Each level has miniature levels that you can improve with your own resources, but in order to reach Flawless, you'll need nickel ingots and to get to Mythical, tungsten ingots are required. Later in the game, you'll start finding these in chests across the world and the regular carbon ingots will become available at merchants.

Hidden Ones Bureau

Again another unavoidable upgrade, Hytham's Hidden Ones Bureau is an essential purchase to make sure you can go and slaughter the members of the Order of the Ancients across Mercia. Plus, once you've built it, a mini quest will pop up where Hytham will teach you the Leap of Faith. Now you don't need to clamber down from high points like some kind of Muggle wearing a hidden blade... Hytham does pop up in the campaign but keep bringing him the medallions of the Order of the Ancients and he'll give you new abilities and upgrades to your existing ones so remember to keep going back to hand in your spoils.

Barracks

Run by Eydis, the barracks will let you create your own Jomsviking who'll not only come with you on Raids but also crop up in other people's games. If they hire them, you'll get silver so keep checking in. This is also where you can organise your Raiding crew so if you've just added a new settlement member during the campaign, you can make sure they join you when you are out and about. This is also where you'll find an Orlog table if you just can't get enough of those dice and God Favors.

Trading Post

Another vital one here, you'll want Yanli's trading post to keep selling all your trinkets for silver and to buy all manner of tattoos and schematics. Later on in the game you'll also be able to buy carbon ingots here to make it easier to upgrade your weapons and armour. There's also the chance to buy arrows if you've somehow run out, as well as rations to make sure you're sorted before you head back out pillaging. If you don't want to spend on rations, there are plenty of berry bushes available in the settlement.

Stable and Aviary

Rowan's stable is where you can buy new mounts for hard-earned silver but also where you can teach your mount to swim and upgrade their stamina. This is where you can switch out your mount and change your raven if you're feeling like you've not quite got the right feathered friend. Unlike Origins or Odyssey you can't change mount on the fly so be sure you like who you're heading out with.

Fishing Hut

As one might expect, the Fishing Hut is where you'll take fish to the adorable Arth, who has been left in charge by his grandfather. Building this unlocks the fishing line and gives you a shopping list of specific fish to earn rewards. It's a nice way of passing some time that isn't lopping off limbs so pick up the books of Fantastic Fish and Where To Find Them - should JK's lawyers be in touch? - from the vendors scattered across England and get fishing for Arth's extra rewards. Bear in mind that some fish are hard to catch with the line and you can always just use your bow or take a swing when you're in the water. As uncivilised as that sounds.

Tattoo Shop

As you might expect, the Tattoo Shop isn't going to give many useful in-game perks early on other than making your Eivor look as intimidating and phenomenal as possible. If you can hold out on changing your tattoos and hair, make sure you have your other vital buildings first. Make a point of chasing some tattoo parchments when you are out and you can celebrate the eventual opening with a whole lot of pain-free ink.

Shipyard

Again, your shipyard is another aesthetic only upgrade. This will let you tweak each part of your longship with schematics that you'll find across England. Particularly rare ones come from Treasure Horde maps so keep an eye on those and you'll be able to switch up sails until the, err, prows come home. This is another less worthy addition so do make sure you have other more important buildings in place before you spend your resources.

Cartographer

Now Olson is a particularly useful friend to have. The Cartographer is where you can buy maps to find ingot, gear and Book of Knowledge locations you might have missed during your explorations. Each map is separated by region and only costs 15 silver a pop so you shouldn't have to save too hard to make sure you've populated your map.

Hunter's Hut

Much like the Fishing Hut, the Hunters Hut has a similar shopping list of deer hooves, animal guts and viper eggs to earn rewards. Catch up with Petra and Wallace and you can

also turn in Legendary Animal hides for various shiny new things. Sadly though, they won't give you the Legendary Animal locations, you'll have to do them yourself. Or use our Assassin's Creed Valhalla Legendary Animals locations guide.

Seer's Hut

Valka is your gateway to two huge mythical realms so you'll want to save some resources to unlock her house as soon as you can. Once you've crafted the potion to 'travel' so to speak you can always come and go from her house and you won't need to finish these worlds in order to complete the main campaign.

Museum

Here's another 'nice to have but not essential' initial investment. The Roman obsessed Octavian is hungry to fill his Museum with the Roman Artefacts scattered around the world. Just like Hytham and Medallions, he'll only take them in groups though so no need to ferry them back and forth independently.

Reda (Thousand Eyes)

Ah yes, the dealer of Opal. The Thousand Eyes will base itself in your settlement after you've completed a few regions of England so there's no need to worry about wasting vital resources. Here Reda will offer up contracts in exchange for Opal and a daily rotating selection of gear and items. Do you chance that skull face tattoo now or wait to see what he has tomorrow…? Also remember that once you have run out of quests from Reda, there are other Thousand Eyes children scattered in the cities of Jorvik and Lunden so you can always find more Opal. Just don't ask why they know so much, so young.

Buildings to improve the feast buff

The below buildings all improve the feast buff when you ring the bell outside the longhouse and get together with your Viking crew. You can leave most of these until much later in the game but unlock at least one to unlock the ability to get clanging the bell in the first place.

By the end of upgrading all of these, having a feast will be an essential activity before you head out and try to take on any of those Legendary Animals. The officially named Feast Boost provides a long-lasting buff to ranged damage, health, armour and assassination damage so it's absolutely worth the late game investment.

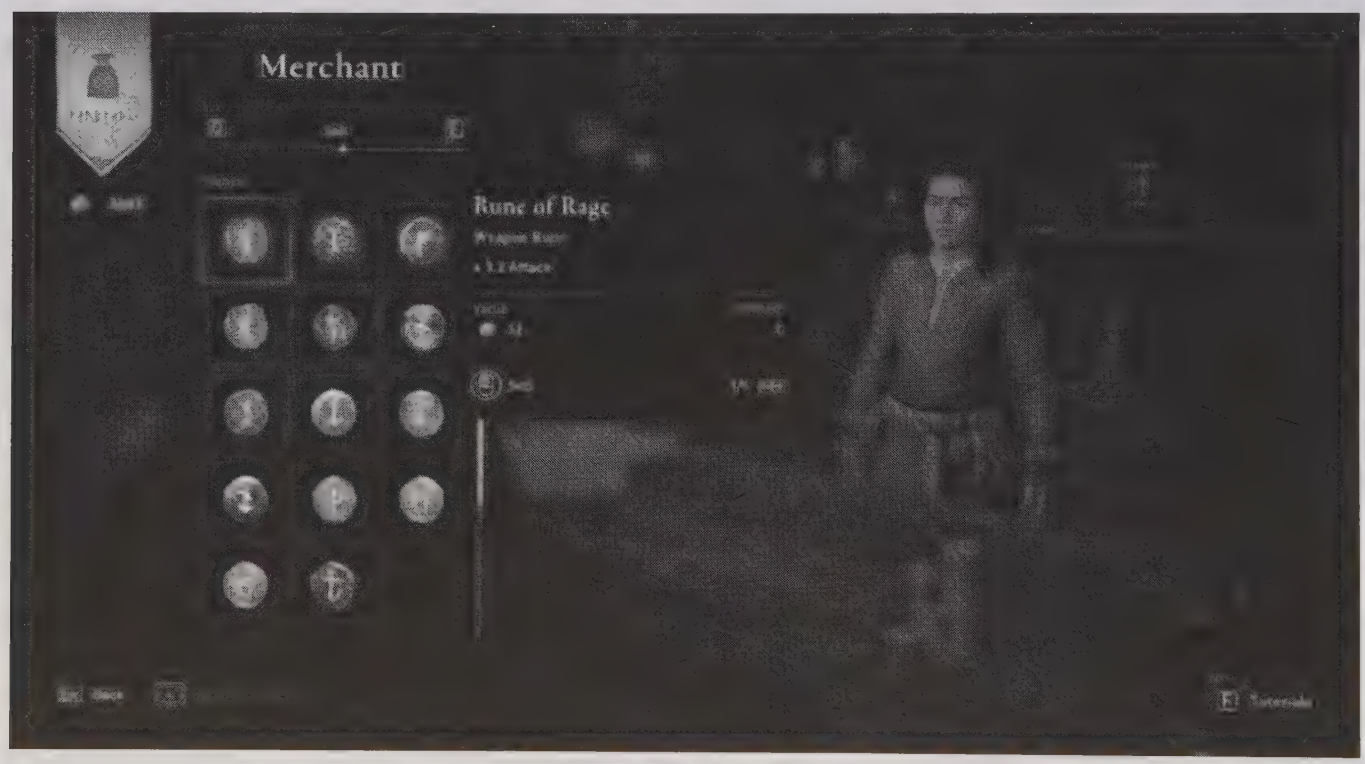
- Bakery
- Brewery
- Grain Farm
- Fowl Farm
- Karis House

- Alvis and Holger's House
- Hunwald and Swanburrow's House
- Cattle Farm
- Mayda's House

Settlement Decorations

And finally, don't forget to decorate your settlement. Wherever you see a small wooden dragon plinth you'll be able to personalise that section of ground with decorations. You can get new ones by spending Helix credits in the store or by handing over Opal at Reda's stall. Even the central tree in your settlement can be fully personalised at a later level so whether you want a Berserker feel or just something a little more leafy, you can make Ravensthorpe your own.

Assassin's Creed Valhalla silver: How to earn more money quickly



So, you want to make cash quick, eh? Aside from the obvious things like looting every corpse, chest, and container you find, there are some alternative ways to make more silver.

Our top tip is to essentially gamble. When you find opponents for flyting, Orlog, and drinking, you can wager silver against them. Become confident in all three mini-games and select the large bets for 200 silver apiece and bam! Each game you win, you'll get double your stake back, for a total of 400 silver.

Don't forget to sell your trinkets and unwanted runes, too. You can quick sell all your trinkets at once when talking to a vendor - trinkets are only in the game for selling, so don't

worry about getting rid of anything useful - but it's worth going through your runes. While you can't sell unused gear like weapons and armor, runes can often be found in chests so you can quickly accumulate a lot of them, with some that won't fit your preferred playstyle or build. Sell them off for around 20+ silver each and before you know it, you'll have a small fortune.

Honestly though, don't worry about silver too much to begin with. You'll find most of what you need out in the world and while you can't craft arrows anymore, you can find them by the quiver-load in camps and towers. By the time you need to start seriously buying stuff, you'll be a fair way into the game with some silver hoards built up.

Assassin's Creed Valhalla carbon ingots: How to get more and what they're used for

What are Assassin's Creed Valhalla carbon ingot used for?

Carbon ingots in Assassin's Creed Valhalla have one main use; upgrading your gear from Fine to Superior. You can't do this wherever you are though, you need to visit Gunnar, whether you're still in Norway at the Fornburg village or you've made it to England and have settled in Ravensthorpe. Speak to Gunnar and carbon ingots will let you give your gear some serious upgrades.

Where to find more Assassin's Creed Valhalla carbon ingots

Carbon ingots are one of Assassin's Creed Valhalla's most valuable resources, but where do you get the much-desired metal from? Put simply, you need to hunt down treasure chests. Once you've revealed the surrounding area by synchronising, look for the gold dots. These indicate treasure. Small gold ones are chests usually with just leather and iron ore, while the brighter gold markers can be anything from new gear to Books of Knowledge to carbon ingots. When you get close enough, the gold marker will change into specific icon. If it becomes three bars of metal stacked in a pyramid shape, then you've found a carbon ingot.

Assassin's Creed Valhalla opal: How to get more and what to spend it on

Assassin's Creed Valhalla opal explained

Opal in Assassin's Creed Valhalla cannot be sold, nor can it be bought. Opal is a special type of currency, though you won't be able to spend it at a standard vendor. So what is opal used for?

The non-spoiler answer is to essentially keep playing. Eventually, when you've progressed a fair way through the game and you're settled in England, you'll be able to spend your opal within Ravensthorpe, your camp between Ledecestrescire and Grantebridgescire.

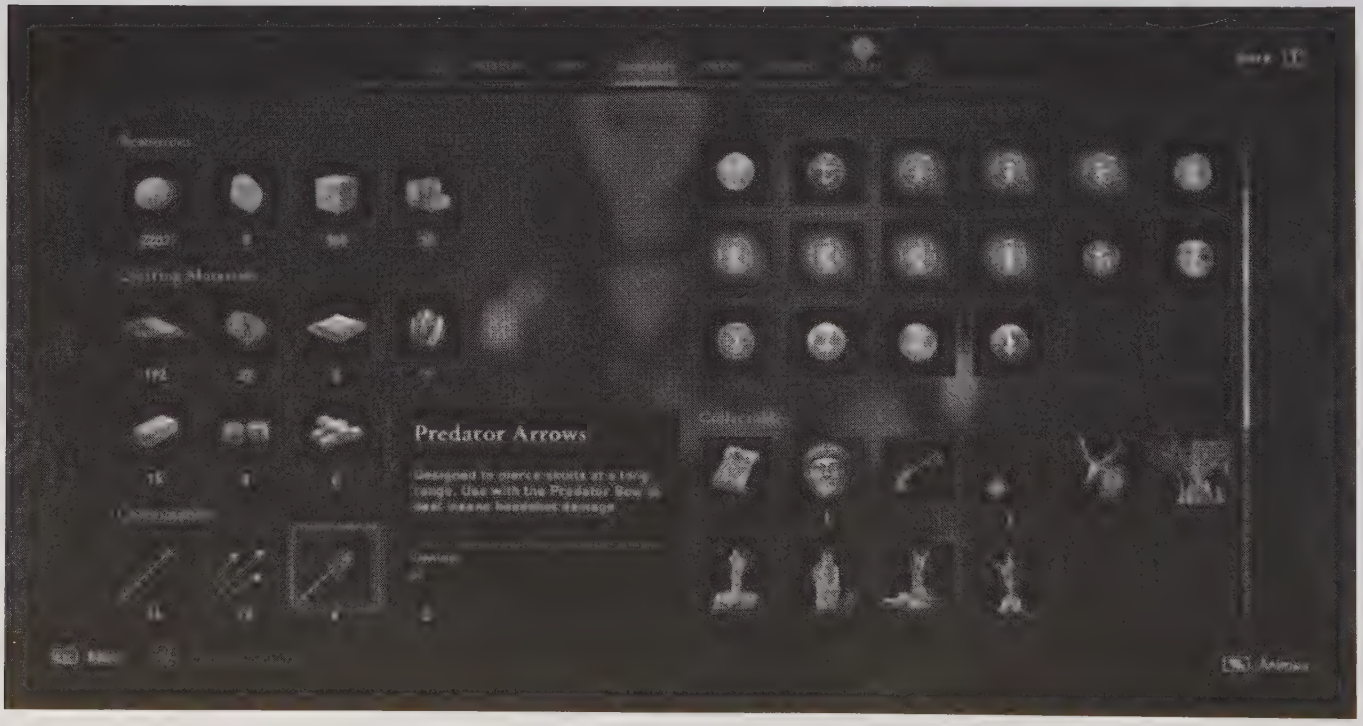
To dive a little deeper and explain more, the person you're looking for is the young boy, Reda. When he arrives, there'll be an unavoidable cutscene where he introduces himself and Eivor is, as expected, a little bemused at the child who acts far more mature than his age would imply. Reda is part of the Thousand-Eyes network, who keep eyes and ears on every part of England.

Reda will sell you various items in exchange for opal. Some are simply cosmetics like settlement decorations and tattoos, while others will be mythical weapons and armour. You don't need to buy stuff off Reda to progress through the game, but he can sell some useful gear.

He'll also have contracts to offer you, which are essentially time-limited quests where you need to assassinate someone or investigate something. These aren't central to the narrative and can be completed for rewards, if you're looking for something else to do.

Finally, the Thousand-Eyes network has other young representatives. Whenever you're in a city or town, look for the woven cross symbol. You can spend your opal and accept new contracts at any of these; you don't need to return to Ravensthorpe each time.

Assassin's Creed Valhalla arrows: Crafting and how to get more explained



In Assassin's Creed Odyssey, you could obtain various types of arrow by crafting them with the right ingredients and materials. Unfortunately, I bring bad news. You cannot craft arrows in Assassin's Creed Valhalla. It feels like a step backwards but the materials you'd previously use to craft arrows, like wood and metal, aren't a thing in this game. You can farm iron ore, but that is used to upgrade equipment, not craft arrows.

So how do you get more arrows? There are two ways, the first of which is to buy them from merchants. There are a few different types of arrow in the game, such as light, hunting, and predator. Each one has different properties and cost if you hover over it in the menu.

The other, cheaper way to get arrows is to simply loot them as you go along. Most camps and towers will have cylindrical containers of arrows everywhere, from the tallest towers to the winding walls, for enemy arches to restock. Kill the enemies and loot the arrows to have a constant supply, as long as you have a look around. You can't choose which type of arrow you get from these, but as long as you're sticking them through enemy skulls, it doesn't really matter. Make sure you keep upgrading the quiver too, so you can carry more at once and have enough in reserve to take out a small army.

Assassin's Creed Valhalla Orlog guide: How to win matches and use God Favors

Assassin's Creed Valhalla Orlog: The basics

In Orlog, your goal is to defeat your opponent by taking away all their health. Each player starts with 15 health points, as indicated by the stones next to each player's bowl.

Play starts by one player rolling their six dice, selecting which ones they want to play, then letting the other player roll. This happens three times in total, at which point the option to use a God Favor is presented. After that, resolutions take place, with each dice effect and God Favor happening in order. If neither player has won by the end of the resolution phase, the next turn begins.

Games of Orlog can be over in a few turns or they can drag on for a while, depending on each player's playstyle. Below are more details on Orlog specifics including dice, God Favors, and general tips.

Assassin's Creed Valhalla Orlog: Dice

There are five different dice faces you can roll in Orlog:

- Axe: Deal 1 melee damage
- Arrow: Deal 1 ranged damage
- Helmet: Block 1 melee damage
- Shield: Block 1 ranged damage
- Hand: Steal 1 God Token from your opponent

On top of those dice faces, dice can also be outlined with a dotted line. This means you gain one God Token at the start of the resolution phase, which are what you spend on God Favors.

Assassin's Creed Valhalla Orlog: God Favors

God Favors are what makes Orlog especially interesting, because they're essentially

special powers. As you accumulate God Tokens throughout the match, you can have up to three God Favors equipped, each with three levels of intensity.

For example, if you know your opponent has five health remaining, and you have seven God Tokens, you can focus your efforts on just gaining a single God Token and defending your health points throughout the round. When selecting your God Favor, opt for Thor's Strike and choose the second level. This deals five damage to your opponent in exchange for eight tokens, so voila! The game is yours.

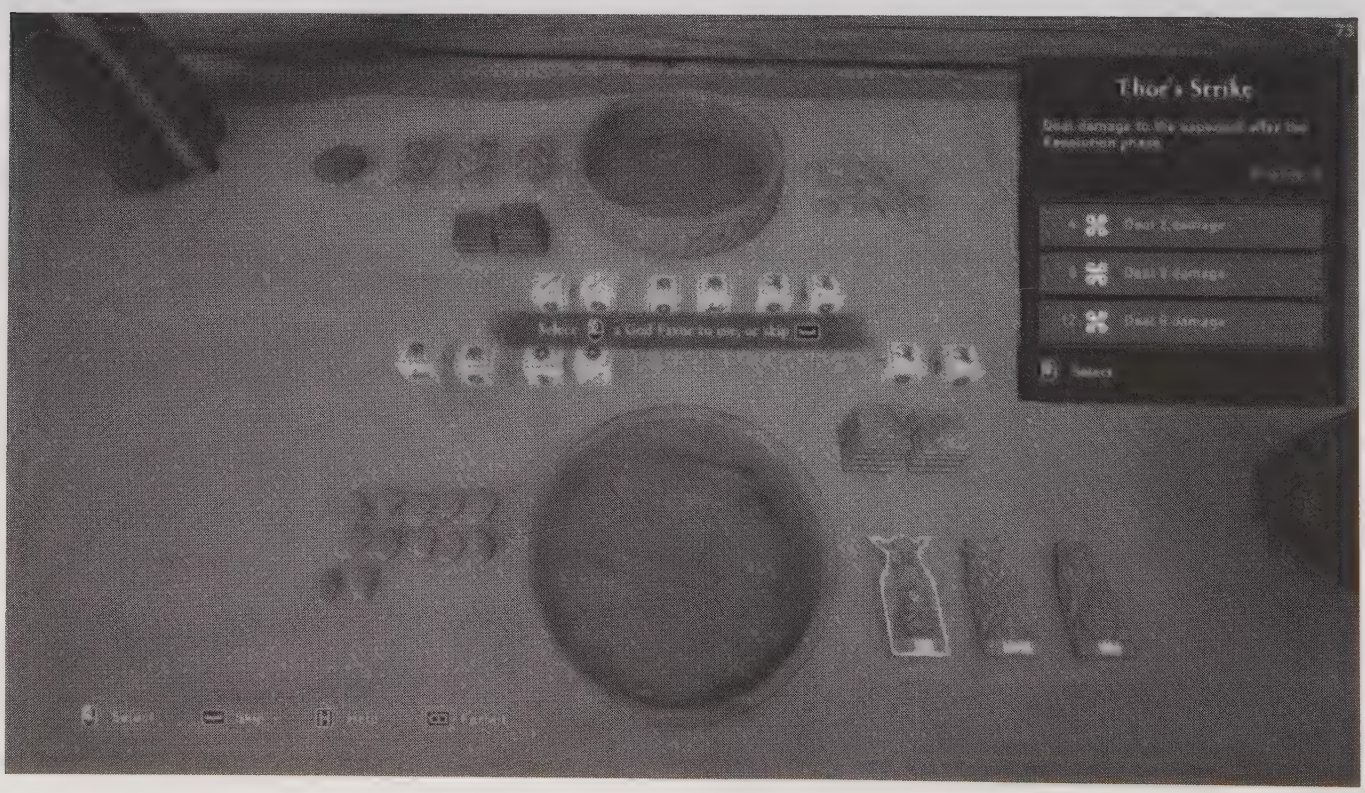
More God Tokens can be obtained by beating Orlog players throughout the map. You can usually find more opponents in villages, towns, and camps. Just look for the icon of two dice on your map.

Here are all of the God Favors we've found so far, and we'll continue to add more to the list as we find them throughout Assassin's Creed Valhalla:

- Thor's Strike: Deal damage
- Idun's Rejuvenation: Heal health
- Vidar's Might: Remove opposing helmets
- Baldr's Invulnerability: Add helmets/shields for each helmet/shield already rolled
- Skadi's Hunt: Add arrows for each arrow already rolled

Note that each God Favor has different requirements when it comes to God Tokens, so keep an eye on how much you need to spend for each level.

Assassin's Creed Valhalla Orlog tips



Have a gameplan in mind from the start. You can play Orlog in many ways, whether you want to go on the all-out offense, play defensively while slowly gaining God Tokens, or go all-in on the God Tokens and accumulate loads of them. There's no right way to play, but pick one plan and stick to it, rather than being flipping between strategies.

Pick God Favors to match your play style. Along the same lines, make sure you go into each Orlog match with the right God Favors. Thor's Strike is excellent when you simply need to do outright damage, but it costs a lot of God Tokens compared to some others. When you have a healthy number, peruse your options and pick the best ones for you.

Keep an eye on how many God Tokens your opponent has. If you're in an Orlog match that is going down to the wire, hijacking a God Token or two from your opponent so they can't use a God Favor and land a killing blow can be vital. If they choose to use something that costs five tokens for example, but you steal one or two from them during the resolution phase to take their total below five, the God Favor will fail. Quick maths is essential to work out how many tokens each player will be left with.

React to your opponent's dice choices. You want to take as little damage as possible, so make sure you're countering your opponent whenever possible. If they drop an axe and arrow in the first roll, make sure you're selecting a helmet and shield as two of your six rolls. Every health point is vitally important.

Assassin's Creed Valhalla legendary animals: Locations and why you should kill them

Assassin's Creed Valhalla legendary animals explained

There are nine legendary animals in total in the world of Assassin's Creed Valhalla, and each of them can be redeemed at the Hunter's Hut in Ravensthorpe. When you've built it, anyway. The legendary animals are marked on the map with a blue paw print symbol – when you get close enough anyway, because it's a standard blue "mystery" dot before that – and are usually found in remote locations. No legendary chicken roaming around a town, unfortunately. As violent as they can be.

The boss fights are tough, as you'd expect, so make sure you're going into them with your best gear equipped and a full stack of rations and a full quiver. As with any boss fight, dodge the heavy, unblockable attacks and spend time learning their attack pattern. The most important thing here is making the most of your ranged abilities and you'll keep out of toothy reach. An essential ability for slaughtering especially high level ones is the Focus of the Nornir. Once it's upgraded, you can use your stamina bar to fire high powered arrows into furry hides in slow motion, even when you don't have any arrows in your quiver. Hopefully that's not a bug because it's wonderful.

Legendary animals aren't easy to kill, but slaying them will net you a trophy. At the Hunter's Hut in Ravensthorpe, speak to Wallace whenever you've killed another legendary animal and the trophy will be mounted in the longhouse. You'll also get an item reward as thanks.

Assassin's Creed Valhalla legendary animal locations

- *Elk of Bloody Peaks - Rygjafylke*

The first – and easiest – legendary animal is the Elk of Bloody Peaks, found in the starting region of Rygjafylke. You can find it in the southern mountains, next to a huge waterfall.

- *Black Shulk - East Anglia*

The Black Shulk is a rabid wolf and you can find it in the south-east corner of East Anglia, past Beodoricsworth. He's one of the easier Legendary Animals in Assassin's Creed Valhalla so just keep plugging away and keep dodging.

- *The Corpse Feeders - Oxenefordscire*

The Corpse Feeders are in Oxenefordscire, north-east of Buckingham and west of the synchronization point. And yes, that's feeders. These are three wolves, each with their own health bars and a desire to rip your throat out. Keep far away and keep zooming around picking up arrows from the corpses of those who have tried before. These three love

grabbing you and you'll have to hammer RB to get them to let go. Again, those melee ranged abilities are a gift from the Norse gods here.

- *Gemad Wolf - Lincolnscire*

Not far south of Grimsby is where you'll find the Gemad Wolf, close to another blue dot on the map. This particular battle takes place in a nice big arena but our wolfy pal brings in some friends to help with a howl. Use disposing of those as a way to stock up some abilities and then let them loose on the Gemad Wolf to get him out of the way fast and get his head on your longhouse wall.

- *Aelfreds Battle-Sow - Suthsexe*

Aelfred's Battle-Sow is south-west of Croindene in Suthesexe, right next to Tuicca's Farm. Worth noting here is that this isn't actually a pig as you'd expect from sow. It's a really, really angry bull and it brings in all of its pen mates into the fight. While the other horned creatures are useful for building a combo and filling your ability bar, you don't need to kill everything in the pen to win. Focus on the big bad and then, err, hoof, it out of there once he's down and you've got your trophy to take back to Wallace at the hunters hut.

- *Beast of the Hills - Sciropescire*

Slap bang in the middle of Sciropescire is where you want to head for this bear. He's hidden underground east of The Wrocken and west of Wenlocan Abbey. Keep an eye out for an entrance in the side of the hill. This particular arena is indoors so make sure you have enough arrows and rations.

- *Wildcats of the Wield - Hamtunscire*

Feline double trouble is lurking in the highest level area of Hamtunscire in the shape of two lynxes. Keep using your abilities , keep light on your feet, make sure you've got plenty of arrows and you shouldn't have to be the expected level to better these two wildcats.

- *The Blood Swine – Eurvicscire*

In the furthest south section of Eurvicscire, just over the river from Snotingham and west of Fiscarton is where you'll find The Blood Swine. Again, even below level, this is possible as long as you keep using Odin's Sight to make sure you always know where he's charging from.

WARNING: The final legendary animal has minor spoilers if you haven't finished the quest with Valka called "In Dreams". Stop reading here if you've not reached that point.

- *Steinnbjorn - Jotunheim*

After completing the Asgard storyline, when you get to Jotunheim, the hardest legendary animal can be found here. This is Steinbjorn, and is directly north of the synchonization point. This is the hardest legendary animal in the game at power level 400 so you might want to do a bit of level grinding first before you show up at his gate.

At the time of writing, these are the only legendary animals we've found. Keep checking back though because we'll have the rest for you before long.

Assassin's Creed Valhalla: All missions list

Rygjafylke

Prologue walkthrough

The prologue in Assassin's Creed Valhalla is a really short introduction in which you won't have too much to do and you won't experience any combat or dexterity elements.

You start your adventure as young Eivor. Go through the door to get to a larger room where a feast is taking place. Go forward and start a cut-scene during which you will meet Eivor's father – Varin. Your first quest is to give the king a special gift that will unite the clans.

You will encounter young Sigurd. Turn right to speak to your mother, Rosta. Go on towards Varin and the king to give him a gift – watch another short cut-scene.

The feast will be interrupted by a surprise attack on the settlement. The participants of the feast will charge into battle with the invader, and you will continue to play as young Eivor. Go towards the open door on the right. When you go outside, you will witness the brutal struggle that has started in the settlement. Varin wants to surrender to Kjotv to save the lives of Rosta and all the inhabitants of the settlement.

Unfortunately, his sacrifice will be in vain. Eivor's parents are killed and Kjotve will order the whole settlement to be destroyed. Luckily, Eivor with Sigurd's help will manage to escape.

After a longer cut-scene, you will choose the gender of the main character of Assassin's Creed Valhalla:

- Eivor as a female;
- Eivor as a male;
- You can also have Animus decide for you (default option).

Honor Bound walkthrough

- *Find and rescue your crew*

After a short cutscene with Eivor's parents' executioner (Kjotve the Cruel), you will play as the main character and take the task of finding and saving your crew from the hands of the cruel leader's people.

Going towards the main mission marker, it's worth looking in the huts you pass, because inside you can find additional items - some silver, as well as other useful stuff. Larger baskets and crates can be smashed with weapons.

Stop by the tents to pick fruit growing on the bushes, which can regenerate some of the lost health. After eating a few of them, Eivor will immediately recover. Excess food will now be stored in additional food rations.

As soon as you go a little higher, you will notice the first worth climbing viewpoint to synchronize. Thanks to it, you will discover additional points on the map, which reveal the place of artifacts, puzzles, and valuable treasures. Visiting these points is, of course, completely optional.

Going further towards the main goal of the mission, you will start meeting Kjotve's people. You will have a chance to practice fighting them. Remember to make use of the bushes where your character can hide. The best moment to attack is when the opponent will turn his back on you.

In a small camp on the right side of the island, you will meet two more warriors. The easiest way to eliminate them from a distance is to use a bow. Stretch the chord and point it at the neck or head of your opponent to finish them quickly and effectively. After killing your opponents, remember to collect arrows from their bodies to use it later.

The best way to enter the Avaldness camp is through a side gate because the main entrance is guarded by warriors. The frontal attack will alert the enemy and make the game more difficult. In the wooden palisade, between one and the other entrance to the camp, you will find a gap through which you can slip.

The safe entrance to the building where the enemy is holding the Eivor's allies is on the roof, so you will have to climb there. Please note that on the right side of the scaffolding, the area is patrolled by one warrior. Wait until he turns his back and goes in the opposite direction.

Take advantage of this moment to jump on the scaffolding and sneak into the passageway at the very top, where you will get inside. Then jump down into the building.

When you use Odin's Sight, you will determine the location of the first major opponent. The enemy is on the first floor, so first, you have to get to him. Jump off the beam and walk further down the corridor on the right. When you jump to the lowest level of the hut, you will witness a short cutscene, after which you will face Rikiwulf - the first boss in Assassin's Creed Valhalla.

The opponent has two sets of weapons: a two-handed axe with a great reach and two one-handed hammers. Rikiwulf uses the axe to make slow swings. The two one-handed weapons allow him to attack much faster and deliver several hits in a series.

When Rikiwulf uses the two-handed axe, he will often telegraph his stronger attack. Note the red aura surrounding the boss right before he uses skills such as an overhead swing, an uppercut swing, or attacks from left to right - this is a sign to avoid sideways or backward. Your opponent is defenseless for a while after a missed attack - this is your chance to attack him a few times.

At some point, Rikiwulf will drop the bulky two-handed weapon and start dual

wielding hammers. This will make the boss much faster.

Rikiwulf's quick attacks can be avoided, but it is better to block them with the shield and parry to gain an advantage. Remember to press the block button just before you get hit.

Parrying knocks the opponent out of balance, making him vulnerable to attacks for a brief moment. You will notice that Rikiwulf is kneeling down - try to attack him as many times as possible.

The twin hammers give Rikiwulf access to an additional special move - a front kick. You can recognize this attack by a red flash around the opponent – the boss will then kick with his right leg. The blow can be avoided or blocked.

Take advantage of your opponent's mistakes, parry his attacks, and perform counters, and you should quickly defeat the first boss in Assassin's Creed Valhalla. Defeating Rikiwulf gives you 180 XP.

After the fight with Rikiwulf, release the first prisoner from ties and let the rest of his companions out of the cage. With such support, you are ready to fight the warriors of Kjotve.

- *Reach your longship*

Once your companions are released, you will have to leave the building through the main door and face a bunch of opponents. It is a perfect moment to practice various attacks, as well as to train shield blocks and perform dodges.

Your opponents will attack in a group, so you may have to fight two warriors at once. Use the shield block to have a chance to stun the enemy and eliminate them quickly.

Your main goal is to reach the boat, which is waiting for you in the harbor, but you may still want to spend some time and eliminate all opponents stationed in the camp - this will give you additional XP points. While going towards the ship, it is also worth to visit nearby huts and other buildings to find some additional items.

When you reach the coast, you will have to defeat a few more opponents. They shouldn't cause you problems because you have your companions to help. Watch out for archers on the palisade. After the fight, enter the boat.

- *Sail home to Fornburg*

Your next goal is to reach Fornburg, which is a long way from the island where you started. This is a perfect moment to test your sailing skills.

Steering the Drakkar in Assassin's Creed Valhalla is very simple - remember to set sails, choose the direction, and to sail in the middle of the river as not to hit the land you pass.

You can also use the auto-pilot function - select the option to swim along the river and then sail to your destination (triangle on PS4 by default). On the surface of the water, you will notice a blue mark that your crew will follow.

- *Speak to Randvi*

After reaching your home town of Fornburg, go ashore and go straight to Randvi. Luckily, you don't have to look for her for long, because she stands on a platform, right next to the place where your crew has landed.

A Seer's Solace walktrough

As soon as Eivor grabbed his father's axe, which he found during the Honor Bound quest, a wave of memories poured through him. In order to understand these visions, the hero seeks help from a local oracle, Valki.

It is recommended that you complete this quest before you begin Family Matters because Randvi will not allow Eivor to talk to his father before completing A Seer's Solace.

The reward for completing the quest: 5 100 XP.

- *Reach Valka's hut*

There are many ways to get to Valka's cottage, and one of the roads goes through a snowy hill. You can enter the track directly from the Settlement.

Then you will have to follow the narrow paths on the steep rocky peaks to reach the rope, thanks to which you will cross to the other side of the abyss.

During the climb, pay attention to the ores of raw materials, which are nearby. After

breaking them, you will receive Iron Ore, one of the main types of resources available in Assassin's Creed Valhalla.

Valki's cottage is rather big, so you definitely won't miss it. Valka will send Eivor to the world of dreams to explain the visions that haunted him when he grabbed his father's axe. After a while, you will wake up in the same place, but outside the real world. In the doorway, you will notice a hooded figure - follow them.

When you go outside, despite the ongoing blizzard, you will notice Sigurd and the wolf, who will move away from you - follow in the same direction.

You will arrive at a location where you will watch a cutscene with Sigurd and Eivor. A moment after this, you will return to the real world and the conversation with Valka will end the A Seers Solace quest. You will receive 5 100 XP.

Family Matters walkthrough

Eivor managed to escape alive after he and his people were captured by Kjotve. After returning to his home town of Fornburg, Eivor must face the anger of his foster father.

Rewards for completing the mission:

Minor Rune of Rage;

1 700 XP.

It is recommended that you complete the A Seer's Solace quest before this one because Eivor won't be able to talk to his father.

- *Speak to Gunnar the Blacksmith*

You will find the blacksmith in his forge. You can treat the meeting with Gunnar as a tutorial for upgrading items. In exchange for Ingots, Gunnar can upgrade your weapons and armor, so you can increase your weapon capabilities, unlock runes slots, but also change their appearance. The first upgrade of the Varin axe is free, but for the next one, you will have to pay with Ingots.

Reward: Minor Rune of Rage.

- *Speak to Randvi*

You will meet Randvi at the King's hut. If you haven't completed the A Seer's Solace quest, Randvi won't let you in, claiming that Eivor's father hasn't cooled down yet, and it is better not to disturb him now.

A conversation with Styrbjorn will complete this quest, and you will receive 1 700 XP.

The Prodigal Prince walkthrough

During Eivor's conversation with Stybjorn, the King's son and Eivor's brother - Sigurd, returns to Fornburg after almost two years of absence. He brought with him great stories but also valuable treasures.

- *Reach the docks*

Go to the docks to welcome Sigurd and meet his new friends: Basim and Hytham. After a short cutscene, Sigurd will go to talk to Styjbjorn and want Eivor to accompany him. Follow your brother to the King's hut.

After a short cutscene, you will find yourself in the King's hut, and during the welcome feast, you will listen to one of Sigurd's stories.

- *Speak to Sigurd*

When the story ends, Sigurd will invite you to talk away from the hustle and bustle of the feast. Before you go, you can optionally talk to other NPCs who have a cloud icon over their heads.

You will find Sigurd at the main gate. During the conversation, you will receive an Assassin weapon - Hidden Blade. Follow Sigurd outside to test the new weapon.

- *Train with the Hidden Blade*

At this stage of the quest, you will go through a tutorial to learn how to use the Hidden Blade. Just listen to Basim's commands and perform the actions that are displayed on the screen.

You will have to complete several challenges, e.g. elimination of the standing targets, attack from a haystack, and air assassination. After the training, talk to Sigurd again to complete the quest. You will receive 5 100 XP.

A Cruel Destiny walkthrough

Eivor, together with Sigurd, Basim and a handful of brave warriors, invaded Nottfall to take supplies from Kjotve's army. Guthrom and King Harald are also here – they offer their help in the fight against Kjotve. The siblings go to Florla to attack the enemy fortress.

- *Speak with Sigurd*

Talk to Sigurd to start A Cruel Destiny quest. You will find him in the observation tower together with Guthrom.

Accepting the order to attack Kjotve's fortress starts a boss fight – you will face Kjotve himself. If you want to do other things beforehand and, e.g. improve gear or replenish your food supply, you should do it now.

- *Kill Kjotve the Cruel*

Kjotve is an extremely dangerous opponent – the battle with him can be divided into three phases. In the first one, the boss fights without weapons. In the second he will have two one-handed axes. The third phase of the fight will take place in a limited space.

First phase of the fight

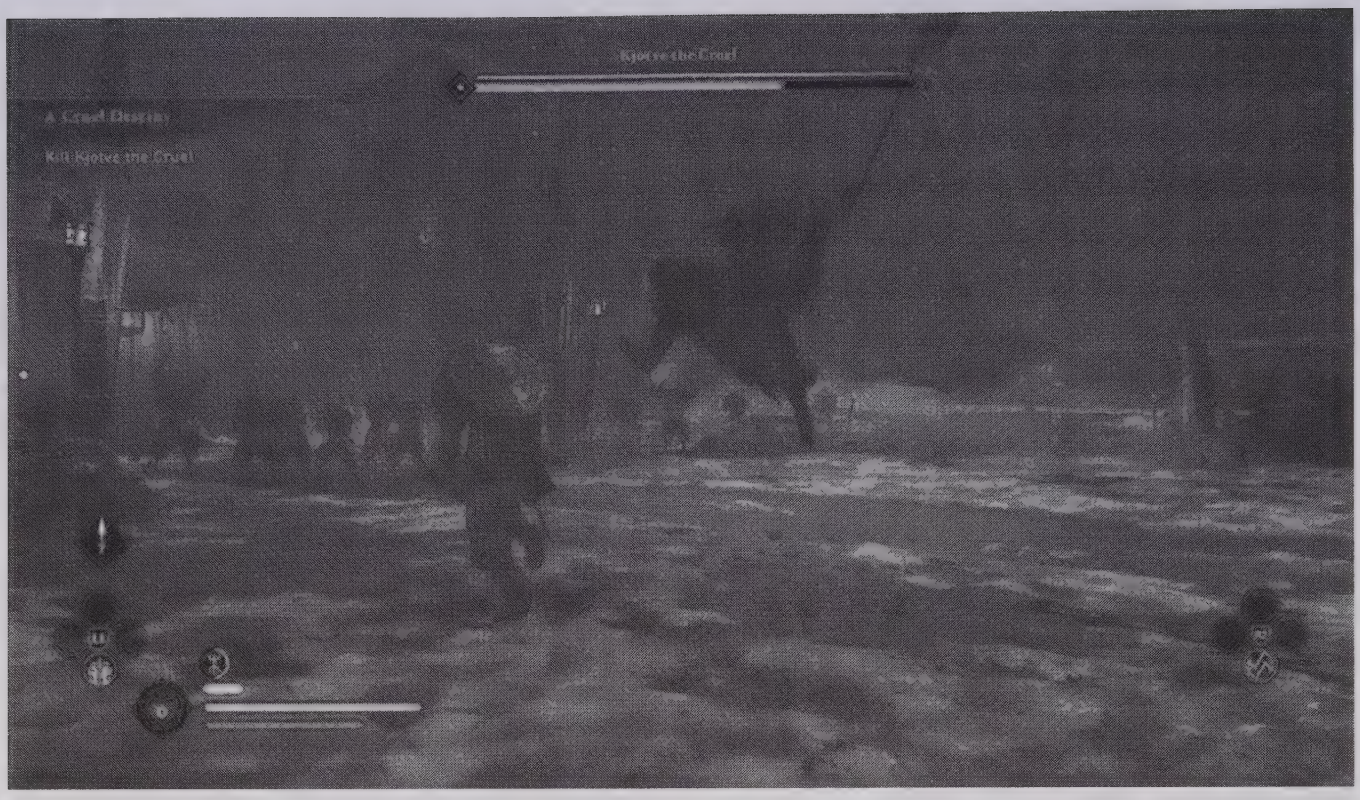
The opponent is confident enough to start a fight without any weapons, but this does not mean that he will be easy to defeat. Kjotve is an incredibly strong wrestler so he will try to shorten the distance between him and his opponent and catch them in his powerful arms. All his stronger attacks are signaled by a red aura around the boss appearing just before he attacks. When you notice it, immediately make a dodge to get out of Kjotve's reach.

It's best to damage the bosses with quick attacks after you avoid his punch. If you manage to move away from Kjotve, you will be able to shoot him with a bow – remember to aim at his head to do as much damage as possible.

Second phase of the fight

When Kjotve loses about 1/4 of his health, he will go for his weapons: two one-handed axes. Use this opportunity and shoot at least two arrows or use range skills like an axe throw. This should deplete a little bit of the boss' health bar.

When you see a red aura around Kjotve when he lifts his axes up, it means that he will make a powerful swing. Stay out of the range of this move – it can do really big damage. When Kjtove misses, he loses balance for a short while and is vulnerable to attacks.



His lunge attack is also extremely dangerous. When Kjotve jumps into the air, he will hit you with both axes at the same time – this attack can take a lot of your health. Try to run away from the boss or dodge to the side.

You should also watch out for the jump attack where he hits you with his knee. When the attack connects, Eivor will lose nearly 1/3 of their health points, get knocked down, and exposed to further attacks. Dodging to the side opens up a chance for a quick counterattack.

When Kjotve's axes start to leave an orange streak of light, it means that he is about to use another special attack. While moving towards you, he will first swing one weapon and then the other or both at once. This attack has a large range so try dodging behind the opponent's back – you will be able to use one heavy or 2 light attacks.

Every time Kjotve misses his attack and charges too far forward, shoot him at least once – this will help you quickly move on to the next phase of this fight.

Sometimes Kjotve manages to deflect an arrow with one of the axes, but he doesn't always do that.

Third phase of the fight

The fight moves to another area – you will have much less room for maneuvering. Your opponent will try to strike you off balance with powerful swings. However, all attacks are signaled so if you are careful enough, you will certainly avoid them. Attack after a successful dodge or block but do not stay too long near Kjotve.

Kjotve has a jumping attack with his knee – the same one from the second phase of this duel. Get out of the way when you notice that he is preparing to charge. When you dodge to the side, you'll have a chance to perform a quick counter.

Take advantage of your opponent's mistakes, dodge and counter, attack from a distance, and you should quicklydeal with Kjotve the Cruel, one of the many bosses encountered in Assassin's Creed Valhalla.

- *Unlock the outer gate*

After defeating Kjotve in an honorable fight and thus avenging the death of their father Varin, Raven's Clan must break through the outer gate to get inside the fortress.

Note that your warriors started to place ladders against the walls. Use one of them to enter the fortress. If you wait for too long, your opponents will try to knock the ladders.

After entering the fortress, you will have to defeat several opponents. They are regular warriors so they shouldn't cause you any problems.

Jump to the very bottom, enter the tunnel, and then break up the supports of the beam (on both sides) that blocks the gate. Open the gates to let your troops in.

- *Unlock the final gate*

Only one gate separates Eivor from entering the main fortress area and confronting Gorm, the cowardly son of Kjotve.

A stronger opponent guards the gate. This enemy is not only tough but can also attack from a distance. You don't have to fight him alone – get rid of his guards, and a few of your warriors will be happy to join the fight.

Then climb up the palisade to jump to the other side of the gate. You will notice many opponents, but do not get involved in the fight.

Approach the barricaded gate quickly, break down the blockades and open the passage for your army. They will take care of the remaining enemy troops.

- *Confront Gorm*

Gorm is in the temple guarded by many soldiers. You don't have to fight them at all, you can go to the main mission marker right away.

As soon as you enter the temple, you will notice Gorm on the upper level of the building. Climb the scaffolding and leave through the window.

Unfortunately, Gorm has managed to escape. Go downstairs and talk to Sigurd to complete the quest. As a reward, you will receive 3,400 XP.

Birthrights walkthrough

After Eivor had managed to deal with Kjotv the Cruel once and for all, young King

Harald called all the Norwegian clans on althing (assembly) to Alrekstad. Eivor leaves his home town and goes on a trip to Hordafylke.

- *Reach Alrekstad*

You can reach Alrekstad by land or decide to travel with your Drakkar. While moving by land, you will have the opportunity to eliminate a few enemies and collect some raw materials so this is a better solution.

As soon as you enter the settlement you will have to meet with Sigurd. You will find him in the building visible in the picture above. As soon as you enter, a cut-scene will begin.

- *Follow Basim*

You will go through a short sneaking tutorial. Basim will teach you how to blend in with the crowd and move unnoticed right in front of the enemy's nose. Follow Basim, put the hood on his head and listen to his advice.

At some point, Basim will stop and order Eivor to make a short trip to hostile territory. Go to a designated place and try not to get noticed. For the trick to work, you have to go around the warriors standing on guard: go by the tents on your right and don't stop even when they start talking to you.

Your goal is a hut behind the camp. Approach the door, open it and watch a short cut-scene. Inside there is the Gorm, whom Eivor cannot attack for the time being, as to not to break King Harald's conditions.

- *Return to Sigurd*

After the confrontation with Gorm, the cowardly son of Kjotve the Cruel, return to Sigurd. As soon as you enter the building shown in the picture above, you will witness a meeting called by King Harald.

During King Harald's speech, Gorm will join the discussion. You will now have to decide what to do with him. You can have him killed, banished or put his fate in Harald's hands.

Regardless of your choice, King Harald will consider Thunder an outcast and condemn him to exile.

Later, King Harald will offer Eivor to join his clan. Once again you will be able to choose one of three options.

Whatever your decision, King Harald's answer will be the same. If Eivor and Sigurd decide to stay in Norway it is only under his orders.

Talking to the king will complete this mission and you will receive 3 400 XP as a reward.

The Seas of Fate - walkthrough

Eivor and Sigurd responded to King Harald's call. Unfortunately, the Althing in Alrekstad did not go as they thought - if siblings want to stay in Norway they will have to obey the king's will.

- *Find and speak to Sigurd*

After attending the Althing, which took place in the Alrekstad settlement in Hordafylke, Eivor and his brother returned to Fornburg. Go to the long house to talk to Sigurd. As soon as you get close to the crowd you activate a cut-scene.

During the conversation, you will learn that Sigurd is dissatisfied with his father's decision to surrender to the will of King Harald and wants to go to England. During the conversation, you will be able to decide what will happen to the resources.

- ✓ You can leave them with Styrbjorn in Fornburg;
- ✓ You can take the supplies to England.

During Assassin's Creed Valhalla there are 5 important choices on the basis of which Sigurd judges Eivor as a leader. Leaving the resources in Fornburg will meet with Sigurd's approval, and but taking them to England will not.

- *Speak to Sigurd at the docks*

Go to the port to talk to Sigurd. At this point you will watch one more cut-scene.

Enter the Drakkar and take a seat on board to complete The Seas of Fate quest and travel to England.

Taking a seat on Sigurd's ship is the end of the exploration of the Rygjafylke map. If you still want to collect some treasures or find some secrets, this is the best time to make up for it.

Ledecestrescire

The Swan-Road Home walkthrough

Under Sigurd's leadership, the Raven Clan left its native Norway and sailed towards England, looking for the sons of Ragnar Lothbrok who are conquering these lands.

- *Release the naval chain*

Sigurd's crew encounters the first obstacle – a metal chain hanging across the river. Eivor's task is to find a way to remove the obstacle. If you want to pass this stage smoothly and eliminate your enemies quietly, follow the instructions below.

There is also an alternative solution to this objective that doesn't involve fighting. Just sneak near the mechanism and destroy the locks. Sigurd will immediately come closer to take Eivor on board – the opponents won't attack you.

The blockade mechanism is guarded by several soldiers. Start by eliminating the enemy observing the area from the watchtower. Hide in the bushes and take him down with a bow. Now you can enter the camp through a gap in the wooden palisade and take care of the other opponents.

Stay in the bushes and approach the main entrance to the camp. When the enemy patrolling the area appears, whistle to lure him into the bushes and eliminate with the

Hidden Blade. Hide the body in the bushes to avoid attracting the attention of other soldiers. After a while, another soldier will come to the same place – you can eliminate him in exactly the same way. The rest of the opponents is guarding their positions – you have to approach them.

Get out of the camp through a hole in the palisade and stick to the moors by the river. At the top, you will find a single enemy guarding the chain's mechanism. Climb up on the wall and as soon as the enemy moves a little bit to the side, eliminate him with a single attack.

You can eliminate another opponent from above. Move forward a little to get a good view (the other soldiers will not be able to see you) and then perform an assassination. When you land, you will immediately take a safe position behind the cart – you won't be detected.

If you have the chained assassination skill, you can kill the opponent on the left by using the Hidden Blade and then throw the axe at the last enemy. If not, follow these instructions.

Jump over the wall to the left of the hay wagon and go around the camp. Enter the bushes on the left of the first soldier. Whistle to lure him closer and then eliminate.

Approach the last opponent from behind and finish him off. The camp is cleared of enemies – you can deal with the chain mechanism. Don't forget to search the nearby tents and the brick watchtower – you will find some Silver and materials.

Destroy two chain locks to help Sigurd's ship to pass through the barricade safely. Return to the ship to complete this stage of the task and go to the Halfdana settlement.

Unwelcome walkthrough

Another obstacle appeared on the road of the Raven Clan - after Ragnar's sons left, their former settlement was taken over by bandits. It is time to eliminate them and take over the area.

- *Get rid of the bandits*

As soon as the Raven Clan reaches the shore, Sigurd will begin a conversation with the bandits. Unfortunately, the thugs are not very friendly – they will try to chase the newcomers away.

The coast will be full of enemies. Eivor is accompanied by Raven Clan warriors so you should defeat them quickly. There are a few archers and warriors equipped with slingers among them - eliminate them first. The remaining enemies are armed with melee weapons - avoid their attacks or parry to eliminate them fast.

After the fight, go to the long house. You can go inside through a hole at the top. Inside

you will find two hostages: Yanli and Rowan, who will agree to join the Vikings. In this way, the Raven Clan has found a new home – Ravensthorpe. Talk to the hostages to complete this quest – you will receive 3,400XP.

Settling Down walkthrough

The Raven Clan managed to take back the old Ragnarson's Encampment from bandits. But they have a lot of work to do before they will be able to call this place home.

- *Speak to Gunnar*

The first thing you have to do is talk to Gunnar. The forge is an extremely important building for every settlement – Sigurd wants the blacksmith to start working as soon as possible. During the conversation, you will receive a map that indicates the place of the first mission in the new area. Take it and go straight to the Drakkar.

- *Raid and find resources to build Gunnar's forge*

Eivor and the crew must make the first raid on the monastery to obtain the supplies and raw materials necessary to build the forge. Your goal is Alcestre Monastery – we have marked it on the picture above.

When you reach the shore, position yourself with the bow of the boat towards the yellow marker and start the raid. The warriors will go ashore and start plundering the area.

Before you start collecting supplies, you should deal with all the opponents first. In the monastery, you will find are several pikemen, soldiers armed with shields and swords as well as warriors with two-handed axes.

You will also face one stronger opponent, a knight named Yeoman. Parry his attacks to knock him out of balance and break through his guard.

The supplies needed to complete the mission are hidden in the main building, behind closed doors. They are guarded by 3 soldiers – break down the door and deal with them.

The materials are hidden in a massive chest. You have to open it together with another person – when one of the Vikings comes to the chest, help them to remove the top lid.

Before you return to the settlement, search the area for more supplies and items. You will find additional raw materials behind the makeshift door visible in the picture above. Break them down to get to the building. The items are in a massive chest.

After returning to Ravensthorpe, approach the wooden board at Gunnar's booth and interact with it. Then you will build a forge. After finishing the work, go to Sigurd.

It will turn out that he prepared a room for Eivor in the long house. Look around and interact with some of the items. Then go to the stable to talk to Sigurd again and complete this mission. As a reward, you will receive 3,400 XP.

Ravensthorpe

To Serve the Light/To Serve the Light - Solution

Basim and Siegfried ask Eivor to help Hytham with the Hidden Ones Bureau. To complete the quest you will need a certain amount of resources, and the building is related to the Order of the Ancients questline.

- *Build Hytham's Hidden Ones Bureau*

To build the Hidden Ones Bureau you need 400 raw materials and 30 stocks. You can get the necessary raw materials during a Raid or find them in the chests hidden on the entire map of Assassin's Creed Valhalla.

Once you have collected the right amount of raw materials, come to the marked place on the map, and build the Hidden Ones Bureau to proceed to the next stage of the quest.

- *Follow the Hytham*

Hytham will be very grateful for your help in building the Hidden Ones Bureau. As a thank you, he wants to give Eivor what the Assassins appreciate very much. Leave the building and follow the young Assassin.

Hytham will lead you to the place where you can perform a Leap of Faith. After a successful landing, follow Hytham back to Ravensthorpe to complete the quest. As a reward, you will receive 3,400 XP and unlock quests related to the Order of the Ancients.

All Armor Sets and Where to Find Them

Assassin's Creed Valhalla Armor Sets

Armor plays a major role in Assassin's Creed Valhalla. Not only does it tend to look cool, it also provides various stat boosts and can significantly bolster your favourite style of play.

Each armor set is made up of five pieces:

- Cloak
- Helmet
- Torso
- Gauntlets
- Greaves

These five pieces are usually scattered across the land — but it's well worth hunting them all down. That's because if you have all five pieces of an armor set equipped, you unlock additional bonuses depending on the set.

Some sets augment your damage, while others make a stealthy approach even deadlier. Generally speaking, it's best to equip a full armor set, rather than mix and match different pieces.

Combining the right armor with the right skills and abilities can make you a Viking warrior to be feared. For much more information on skills, including our own ratings for each skill that you can unlock, check out our in-depth guide: Assassin's Creed Valhalla: Best Skills.

Assassin's Creed Valhalla All Armor Sets and Locations

Below, you'll find a list of all the armor sets that we've discovered so far. This guide is a work in progress, so be sure to check back in the near future.

Please keep in mind that some of these armor sets may be considered spoilers.

Hidden Ones' Armor Set

The Hidden Ones armor set is designed to enhance a stealthy style of play. It's one of the most difficult armor sets to track down, as the pieces are scattered far and wide, in regions of various power levels.

Perks:

- Increase Assassination Damage when crouched and undetected for 10 seconds
- Additional increase to Headshot Damage

Hidden Ones' Gloves

Location: Ratae Bureau in Ledecestrescire (Suggested Power 20).

Look for either an underground passage or a hanging net of rubble. For the former, simply follow the tunnels underground. For the latter, shoot the rubble down and descend through the hole into the Bureau.

Hidden Ones' Mask

Location: Londinium Bureau in Lunden (Suggested Power 90).

This one's tricky. First of all, find the large circular structure made of wood outside the walls of Lunden. The Bureau is inside, but you can't climb up and into it. Instead, look up to the sky to see a tree that hangs out from the very top of the city wall. Climb up there and dive off into the wooden structure. Once inside, don't get out of the water. Look for a breakable wooden wall under the water, and follow the tunnel. Finally, shoot the explosive jar through the metal fencing to destroy the rubble, and the chest is yours.

Huntsman Armor Set

The Huntsman armor set is built to enhance your ranged combat abilities. It's an armor set that can be found early in the game, as its pieces are scattered across low level regions.

Perks:

- Increase Ranged Damage when hitting enemies further than 20m away
- Additional increase to Speed

Huntsman Cloak

Location: Templebrough Fort in Ledecestrescire (Suggested Power 20).

Head to the fort's northernmost building, which sits on an island out in the river. Shoot down the construction rock to reach the chest below.

Huntsman Helm

Location: Tonnastadir in Ledecestrescire (Suggested Power 20).

A heavily guarded door leads down into a hideout under the fort. You'll need a key to open it, which the commander in the fort's longhouse should have. The chest is in the deepest room.

Huntsman Vambraces

Location: In a cave near Besuncen Tor in Grantebridgescire (Suggested Power 20).

Look behind the waterfall opposite the tower to the Northwest of Besuncen Tor. You'll find a flooded tunnel that you can swim through. You'll emerge in a cave with a chest.

Huntsman Breeches

Location: Soham Hideout in Grantebridgescire (Suggested Power 20).

Search the biggest hut in the middle of the camp.

Huntsman Armor

Location: Ravensburg in Grantebridgescire (Suggested Power 20).

Search one of the larger huts inside the fort.

Magister's Armor Set

The Magister armor set is for players who like to go about their business at night. It

promotes an aggressive style of play when the moon hangs in the sky.

Perks:

- Increase Melee Damage at night
- Additional increase to Ranged Damage

Magister's Cloak

Location: Serpent's Landing in East Anglia (Suggested Power 55).

Search the island's camp for a locked chest and key. The chest itself is behind a breakable wooden wall.

Magister's Mask

Location: King's Bury in East Anglia (Suggested Power 55).

Find the chest in the monastery's main building.

Magister's Vambraces

Location: Buckingham in Oxenefordscire (Suggested Power 90).

Find the key to the church and head inside. In the entrance hall, look up to see a ladder that can be shot down. Climb up there to find the chest.

Magister's Robes

Location: Leah Villa Garrison in Oxenefordscire (Suggested Power 90).

The only way to get to the chest is through a rubble wall, which needs to be blown apart with an oil jar. You can find oil jars in the small building behind. To get in there, you'll need to move a wooden shelf on the roof. Hop inside, smash the lock on the inside of the door, grab a jar, and take it to the rubble.

Magister's Trousers

Location: Oxenfeforda in Oxenefordscire (Suggested Power 90).

The chest is in the town's tower to the north. The only way in is through a stain glass window on the side of the building, which you'll need to shoot out. Once you're inside, look up to find a breakable wooden floor. Climb up through it, and then peek through the gap above the shelf and shoot down the chandelier. Once that's down, you can move the wooden shelf and access the chest.

Brigandine Armor Set

The Brigandine armor set is built for close combat. It's found later on in the game.

Perks:

- Increase Armor when surrounded by more than 2 enemies
- Additional increase to Melee Damage

Brigandine Cloak

Loaction: Quatford in Sciropescire (Suggested Power 130).

The chest is under the town's longhouse. To get inside, look for a rubble-sealed cave entrance near the river shore. Blow up the rubble with the nearby oil cart, and then follow the tunnels inside.

Brigandine Helm

Location: Wenlocan Outpost in Sciropescire (Suggested Power 130).

Check the cave in the back of the camp. Move the boulder aside to find the chest.

Brigandine Gauntlets

Location: Beamasfield in Cent (Suggested Power 130).

The chest is easily accessible in one of the town's larger homes, but you'll need two keys to open it. One can be found in a hut that has an open window at the front. The second is surrounded by guards who patrol a camp on the outskirts of town.

Brigandine Trousers

Location: Dover Fortress in Cent (Suggested Power 130).

Find the staircase icon near the edge of the fortress and head down into the dock area. You'll find some rubble flooring down there, along with an oil jar that's on the way out to the beach. Blow up the rubble, break the wooden wall, and you'll the chest is yours.

Brigandine Armor

Location: Canterbury Cathedral in Cent (Suggested Power 130).

Look for the locked door on the second floor of the cathedral. Follow the walkway to the opposite side of the hall and shoot the lock through the fencing. Follow the corridor down to the room with the chest. Shoot the chandelier down to break the rubble floor.

Galloglach Armor Set

The Galloglach armor set is meant for brawling at close range. It's found later in the game.

Galloglach Armor

Location: Spalding Bandit Lair in Lincolnscire (Suggested Power 160).

The chest is found in a locked hut near the centre of the camp. The only way to get in is to search underneath the hut for a ladder that leads up inside.

Galloglach Bracers

Location: Lincoln in Lincolnscire (Suggested Power 160).

A building near the centre of town houses this chest. It's quite heavily guarded, but there are no locked doors or puzzles to contend with. Once you're inside, the chest is all yours.

Galloglach Trousers

Location: Bolingbroc Castle in Lincolnscire (Suggested Power 160).

The chest is inside the building in the castle's second courtyard. It's heavily guarded.

Assassin's Creed Valhalla Guide: Skills

The skill system in Assassin's Creed Valhalla is sprawling and quite in-depth. You can customise your Norse hero by unlocking various perks that alter gameplay, grant passive bonuses, and add new techniques to your arsenal.

You unlock skills by gaining exp out on your adventures. Completing quests grants you by far the most exp, so even if you just stick to the main story - which is huge - you'll still have plenty of skill points to spend. Killing enemies and discovering new locations also gives you a little bit of exp, which might be just enough to net you a couple more points.

There are 38 core skills to learn in Assassin's Creed Valhalla, but some are much better than others, and should be prioritised.

Assassin's Creed Valhalla Guide: Armor

Alongside skills, armor sets in Assassin's Creed Valhalla can help define your character and your style of play. Unlike in previous Assassin's Creed games, loot is not random in Valhalla. Instead, unique armor sets can be found throughout your adventure, each of them boasting different stats and perks.

Armor sets are broken down into five different pieces: Cloak, Helmet, Torso, Gauntlets, and Greaves.

Equipping all five pieces of one armor set grants you a set of bonus perks that are designed to enhance specific styles of play.

Assassin's Creed Valhalla Guide: Tips and Tricks

Below, you'll find a bunch of tips and tricks based on our own experience playing Assassin's Creed Valhalla. We've broken them down into two categories:

- General tips, tricks, and advice
- Combat help

Assassin's Creed Valhalla General Tips, Tricks, and Advice

The following tips and tricks cover general gameplay, the structure of the game, and how it's best to approach different aspects of it.

- *Stick with the Main Story*

Being an open world game, it's easy to find yourself wandering off into the wilderness while playing Assassin's Creed Valhalla - and that's fine. There are a lot of secrets and strange happenings to discover, but don't worry about savouring the main story.

The main story quests in Assassin's Creed Valhalla make up most of the game. There are loads of them, and they take you all across England and beyond. In fact, exploring each region before taking on the nearest story quests can actually result in some repetition. A lot of these main missions will take you to the various landmarks that dot the landscape, so if you've already been there and looted the place by yourself, you'll just be ruining the surprise.

In short, it's best to hit up the main story quests first, before you start exploring each region in greater detail.

- *Enjoy the Hunt*

Hunting is actually a good way to gather resources in Assassin's Creed Valhalla. Animals drop leather when they're killed, which can be used to upgrade your weapons and armour. What's more, once you've unlocked the hunting hut at your settlement, you'll be able to trade specific animal parts for all kinds of rewards.

The game doesn't specifically point this out, but hunting and killing animals also gives you rations, which restore your health. Animal meat fills the ration gauge much faster than simple berries and mushrooms, so if you're running low, it's a good idea to take a look around and hunt some beasts

- *Appreciate Your Settlement*

Eivor's settlement, Ravensthorpe, expands over the course of the game. You can build housing and new services with the resources that you gather while out on your adventures, and you gain all kinds of bonuses for doing so.

But it's not just about opening your own item shop, tattoo parlour, and blacksmith. Ravensthorpe is home to many of Eivor's friends, and they often have things to talk about. These conversations can sometimes lead to side quests, or even romance depending on your actions. It's well worth taking the time to relax at Ravensthorpe.

- *It's More Dangerous Off the Roads*

If you're looking for a fight - either with bandits or wild animals - you could try leaving the main roads. In forests, you're likely to find criminal gangs and other baddie, whereas

on the roads, you'll run across guards and peasants. On that note, guards won't attack on sight while you're out in the countryside - they'll only become aggressive if you strike first.

Of course, it's worth braving the dangers of the wild every now and then. Old ruins and abandoned camps often hold secrets or resources.

- *Look for Flyting Opportunities in Towns*

'Flyting' is the old Norse art of embarrassing someone through verse and rhyme. In other words, they're basically rap battles. You can find flyting opponents all across England, denoted by a white mask symbol on your map or compass.

Why should you seek these people out? Well, not only is flyting both dumb and fun, but winning a match boosts Eivor's charisma. This is a stat that, when high enough, unlocks additional dialogue options during quests - even those in the main story.

Some of these dialogue options can change the outcome of a quest quite dramatically, so you'll definitely want to look out the game's flyting champions. They can usually be found in towns and other settlements.

Assassin's Creed Valhalla Combat Help

The following points focus on the game's combat system, which can be a bit tricky to get to grips with during the opening hours of your journey.

- *Experiment with Different Weapons*

There are several weapon types in Assassin's Creed Valhalla, each with their own attacks, strengths, and weaknesses. Eivor starts off with a trusty axe and a shield, but it won't be long until you're presented with a bunch of different options. Your best bet is to experiment with each new weapon type that you come across, and see which fighting style feels most comfortable.

The weapon system gets even better when you start putting different combinations to the test. You can dual wield two light weapons at the same time - one in each hand - so be sure to mix and match. You can go with two easy-to-use axes if you like, or you can pair something agile with something that has a bit more weight to it. Again, it's best to give everything a try at some point - you never know when a new weapon will capture your heart.

- *Patience!*

You may be playing as a blood-hungry Viking warrior, but combat in Assassin's Creed Valhalla demands patience - and not just because some of the bosses have ridiculously long health bars.

Even against the lowliest bandit or weakest wolf, it's best not to mash buttons. For the first time in the series, your character has a stamina bar. It refills quickly enough - even faster if you land light attacks - but you've still got to watch that you don't exhaust it completely. Doing so will leave Eivor temporarily vulnerable, unable to dodge, block, parry, or attack with any speed.

Speaking of parries, get them down and you'll be a much more fearsome opponent to even the game's toughest bosses. A quick tap of L1 (by default) will make Eivor perform a slight jab with his or her left arm. If the enemy strikes while this animation is ongoing, you'll parry, and deplete part of their stagger bar (that's the yellow one above their health). Once the stagger bar is gone, you can perform a deadly stun attack, which either kills weaker enemies outright, or deals huge damage to bosses. Patience is always the key.

Crafting materials - how to get?

Leather

This material can be obtained most easily by killing animals and interacting with their corpses to skin them. The important news, in this case, is that you do not have to hunt only wild animals. You can also get leather by killing farm animals such as sheep or pigs. The advantage of this method is that you will not be attacked by them.

Other ways to obtain leather are to find them together with another loot (e.g. in chests) and buying them from vendors.

Iron ore

This material can be most easily obtained by destroying obsidian stones found in the game world. An example of an obsidian stone is shown in the above screenshot. Destroying the stone does not automatically yield raw materials - press the interaction key to collect them from the ground.

Other ways to obtain iron ore include finding it together with another loot (e.g. in chests) and buying them from vendors.

Fabric / Titanium Ingot / Opal

These are rare variations of materials that you can simply find through the exploration of the game world. Remember to use Odin's Sight to locate interactive objects within your surroundings.

You can also obtain opal and titanium ingots in a different way – receive them as a reward for performing the tasks of the Thousand Eyes guild. You have to wait until Reda appears in the Ravensthorpe – you will get random and time-limited contracts from him. More information about this mechanic can be found on the Daily quests page.

Carbon Ingot / Nickel / Tungsten Ingot

The easiest way to obtain this material is to find yellow ingot icons on the map. They can hide behind the yellow dots and symbolize a chest with an ingot or an opponent carrying one (his corpse must be looted after he's dead).

Alternatively, you can acquire ingots by completing hunting challenges from the hunting hut in the settlement.

Supplies / Raw materials

Both are used to finance improvements in the Viking settlement. The easiest way to get them is to complete raids on abbeys symbolized on the world map by icons of crossed axes. During the raid, look for the large crates that Eivor must open with the support of another Viking.

You can also find supplies and raw materials in smaller quantities together with another loot while freely exploring the game world.

Silver

Silver is not a crafting material, but the main currency in the game, which is used for all kinds of purchases. Silver can be obtained in many ways:

- Together with another loot.
- As a reward for completing quests and events.
- Received for selling unnecessary stuff to traders.
- Received when other players use your Jomsvikings (barracks in Ravensthorpe).

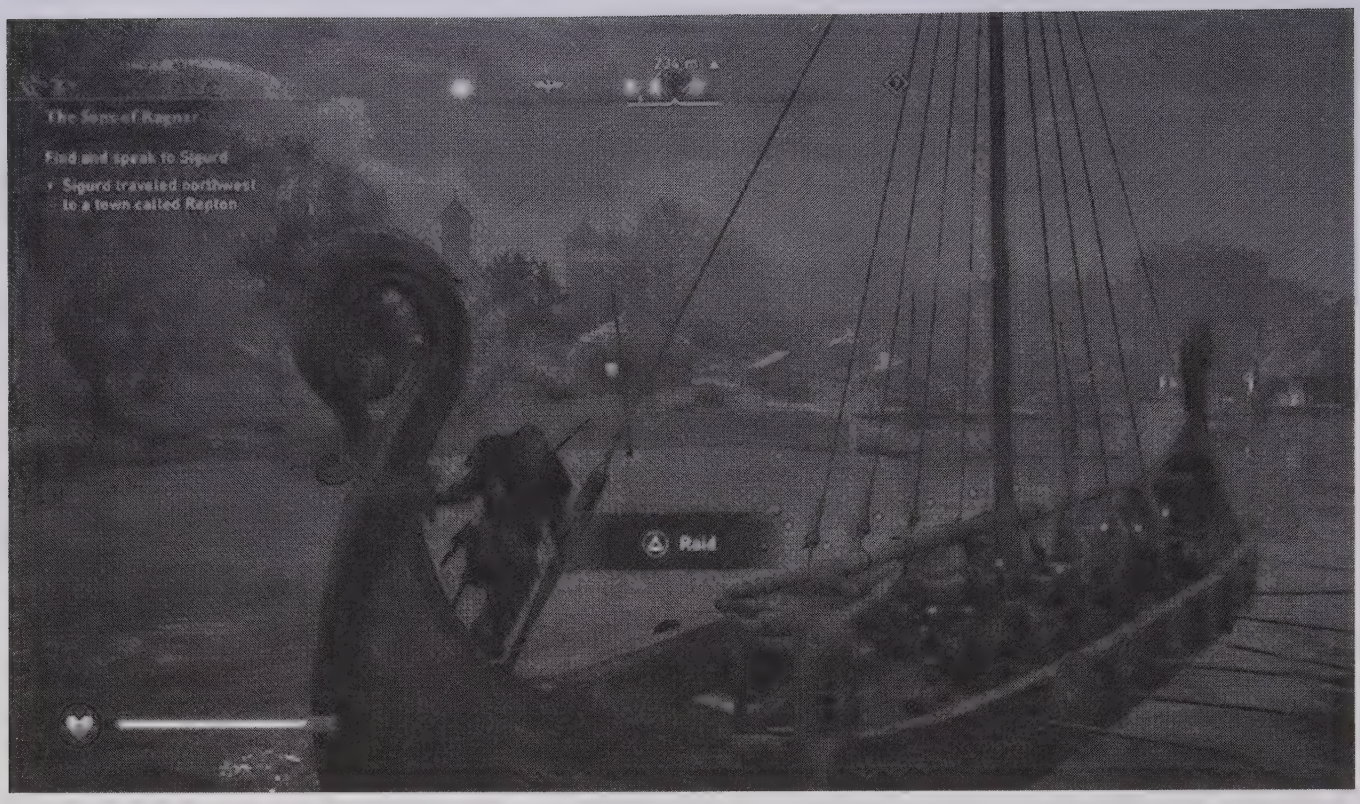
Rally - how to score?

Raids - general information

The raids are attacks by Vikings on settlements and other locations. Their primary goal is to rob people of their most precious treasures. The most important raid locations are marked on the map with an icon of crossed axes. These are mostly abbeys and monasteries located in England. However, you can also invade other locations, e.g. various types of campsites. The common feature of all raid locations is that they are located by the water. The raid starts after reaching the shore – the Vikings successively move inland towards the next buildings within the attacked location.

Important note - Do not attack locations from regions whose suggested power significantly exceeds Eivor's (e.g. 160 suggested power when Eivor has 50 power). It will be very difficult to defeat opponents in these locations. Progress through the game to increase Eivor's power to match the suggested level of a particular region.

How to start a raid?



Eivor does each raid together with their Vikings, i.e. NPCs staying on your ship. You can start a raid in two main ways:

- Pressing the Triangle (PS4/PS5) or Y (Xbox One/Xbox Series X) when approaching a location that can be raided.
- Reaching the hostile location alone – hold down on the d-pad and choose the option to use the horn. It summons your Vikings and the fight will begin. The allies will immediately appear near Eivor – they won't have to start the battle near your ship.

Raids can also be done in an alternative way. Sneak into locations that can be raided and use the horn after Eivor is detected or when you need the help of other Vikings to get unique treasures. Thanks to this method, the raid won't turn into a battle. Instead, you can start it by eliminating some of the enemies with stealth kills.

Raids - course

During a raid, you will fight with enemies in the attacked location. There is no need to attack civilians - killing a few innocent people in a row will lead to desynchronization (game over).

Try to attack opponents focused on fighting your Vikings. This gives you a better chance that they won't be able to block or avoid your attacks. It may happen that one of your crew members will be knocked out – the game will mark this character with an exclamation mark. You can "resurrect" that Viking by running to them and holding the appropriate button.

Some attacked locations can also have people imprisoned in cages. It is worth releasing them – there is a chance that they will join the fight on your side.

The main goal of each raid is not to defeat all opponents but to rob the location of the treasures. These include:

- Supplies
- Raw Materials

You need supplies and raw materials to build new buildings in the Viking settlement. Use Odin's Sight to find them faster (press the right analog stick). Icons of supplies and raw materials are also displayed on the compass at the top of the screen. There are many treasures that require the help of other Vikings – you need them to break down a door or move a big cover of a container.

Raids - other treasures

The raid ends when all the main treasures are obtained. However, this does not mean that you should leave the location immediately. Stay here to find 100% of its secrets and loot. These can be e.g. objects symbolized by large golden dots marking various Wealth (e.g. a gold bar or a skill book) and by small golden dots marking regular loot (e.g. crafting materials).

Changing hero's gender - how and for what?

How to choose Eivor's gender?

The action of Assassin's Creed Valhalla's prologue takes place several years before the events from the main part of the campaign. In the prologue you control young Eivor. You must complete the whole prologue, which includes escaping from the attacked village.

You choose gender in the final part of the prologue. The option to choose Eivor's gender is explained in the game by the separation of streams / memory strings and the instability of the Animus, which is the device used to retrieve Eivor's memories.

You can:

- Choose Eivor - a man.
- Choose Eivor - a woman.
- Allow the Animus to select the gender - it will be selected based on the current strength of the Animus signal, i.e. a stronger male or female memory string. Generally, it can be an interesting choice if you do not have a clear desire to play as a man or woman and if the choice of the protagonist's gender is not a significant issue for you.

Is it possible to change the decision regarding the protagonist's gender?

Yes, Eivor's choice of gender is not final. You can change your gender at any time during the game.

In the pause menu go to the Quests tab. Press the the up key to open the Animus menu. The new window allows you to leave the Animus (return to the real world) and Change of Eivor's Appearance (including gender). You can use this option for free and any number of times.

Does Eivor's gender influence the game?

No, the hero's gender has no influence on the gameplay and it can be said that it is only aesthetic. The authors wanted the game to offer identical content regardless of the chosen gender of the main character.

- Eivor's gender does not affect the romance options. All romantic relations are available regardless of whether you play as a man or a woman. They also have the same course.
- The hero's gender does not influence the quests. The tasks have identical goals for those playing either as a man or as a woman.
- Male-Eivor and female-Eivor can use the same weapons, wear the same outfits, and equip the same pieces of gear. There are no items of equipment in the game that are only available to a character representing a specific gender.

Character creator – is it featured in the game?

No, Assassin's Creed Valhalla has no character creator. You can only select one of two

genders, for which the game uses two, pre-defined character models. You won't be able to change the facial appearance, or the overall body constitution of the hero.

You can change your protagonist's appearance to a limited extent getting tattoos and changing hairstyles. At first, these services are available in Fornburg, but you can also construct a special building in Ravensthorpe that will provide access to them. The game allows to:

- Change hairstyle and the hero's beard – You can also play bald Eivor. The beard is only available for men.
- Get tattoos- You can choose different tattoos for different body parts (e.g. hands, back, or chest).

Therapy - how to restore health to the hero?

How to heal?

The basic way to restore health is to use Rations. These are disposable items that restore most of Eivor's health - you will find them in many places across the game world. In addition, you can also heal yourself by eating the food you find. When exploring the map you will often find growing mushrooms or raspberries, and in the camps you will find pots with boiling food. Using such items will immediately restore some of your health, and if you are not injured, the food will turn into provisions and land in your inventory.

PC

PS4 / PS5

Xbox One / Xbox Series S / Xbox Series X

It is worth mentioning that you will also recover some health after skinning hunted animals. This is not the best method of healing, but it can be useful if you have no other options.

Pet - can you own one?

Horse and raven

Eivor is accompanied by a horse and a raven almost from the very beginning of the game.

- Eivor can use a horse to travel the game world faster. It is also possible to fight

without getting off the horse. When riding on horseback, you can use your bow. Eivor does not use melee weapons on horseback - can only kick enemies or wild animals that are close to his mount. It is worth noting that Eivor doesn't use a single horse throughout the game. You can change horses and acquire new mounts during the course of the game.

- Raven is used exclusively for reconnaissance. It can find secrets, locate opponents, or explore quest-related locations.

These two animals cannot be killed or lost. As a result, you don't have to escape when your mount got seriously injured during combat. Even if your horse dies, you will be able to summon another.

The game allows you to train your horse. In order to do this you have to build a stable and an aviary in the settlement. To get to the new levels, you need to spend money (silver - the main currency of the game), but the new abilities will surely come in handy. You can:

- Teach the horse to swim - Not only does it help you to overcome certain obstacles encountered in the game world (you don't have to swim or use the boat so often), but it also allows you to win the Sea Horse Trophy.
- Increase your horse's stamina - This will allow you to gallop longer, mainly useful when exploring new regions of the map.
- Expand the horse's health bar - the risk of the horse's dying during combat is reduced.

You can change the appearance of your horse and raven. New skins for the horse and raven can be unlocked through:

- Buying them with silver at the stable and the aviary.
- Buying them with Helix credits (real money) in the game store.

As part of Ubisoft Connect's loyalty program, you can also unlock the Senu eagle, which belonged to Bayek in Assassin 's Creed Origins. It will replace the "default" raven, but this is purely a cosmetic feature. It costs 60 Units.

During your stay in Asgard, you will use an alternative mount. This change is purely cosmetic; there's no difference as far as controls and combat are concerned.

If you own the Ultimate game edition or you've purchased the Berserker Pack (which costs 1500 Helix Credits in the game store), you can use a giant wolf - a mount named Mati.

Wolf

Eivor can also make friends with a wolf, but this is not as apparent as in the case of the horse and raven.

During one of the visits to Ravensthorpe, Eivor can be met by Knud, a boy who will ask for his help. This begins a side quest called A Little Problem. Reach the meeting place with the other children.

As part of the A Little Problem quest, you have to kill the boar that holds the key and then use the key to open the door to a hut. In the basement of the hut you will find an imprisoned wolf. Destroy or open the cage door to free the animal.

After going upstairs it will turn out that the wolf is tame and has friendly intentions. You can give the wolf a name - there are three different ones.

The wolf will accompany the characters on their way back to the settlement.

As a reward for completing the quest you will gain Man's Best Friend ability It allows you to summon the wolf and use it to attack enemies.

You can also find the wolf yourself when visiting the settlement again. It can be found near the main building.

Asgard - how to get there?

Asgard - how to move to it?

Asgard is the land known from Nordic mythology. It is inhabited by Nordic gods and serves as the Viking paradise.

Assassin's Creed Valhalla enables you to move to Asgard within one of the storylines. You can spend several hours in Asgard (if you decide to discover everything). There is a whole series of quests to complete. Additionally, new collectibles and events are hidden on new maps. The game will enable you to "move" the items you have acquired in Asgard

to the main part of the game.

Moving to Asgard is possible with Valka's help. After one of your returns to Ravensthorpe, you will be informed that an oracle has appeared in the settlement. Welcome Valka in the harbor and go with her to her quarters.

Unfortunately, you cannot use Valka's help right away, because first, you have to build the Seer's Hut. It is built next to the waterfall at the back of the main building of the settlement. It takes 800 building materials and 60 raw materials to construct it.

As part of the next quest, called In Dreams, you will also need to get a thistle for the oracle. At the back of the hut you will find a pitcher of oil. Walk with it towards the waterfall and throw the pitcher at the weakened wall hidden behind the waterfall. This will unlock access to the cave where thistles grow.

Valka will prepare an elixir for Eivor, which enables the protagonist to fall asleep and "move" to Asgard. It is worth noting at this point that the decision is not irreversible - you will be able to easily return to the "real world" and we described it at the bottom of the page.

Asgard - main attractions

During your stay in Asgard, you will find a completely new questline, forming a separate saga. As soon as you reach Asgard, you can go to the first quest marker. You don't have to complete the quests one after another. The game enables you to return to Asgard many times and resume unfinished quests.

You don't have to deal only with quests in Asgard and you can also try exploring the location. You can find new secrets and collectibles, as well as take part in new events, which, as in the main part of the game, are rewarded with a lot of XP.

All optional activities in Asgard (and Jotunehim) are required to complete the game in 100%.

How to leave Asgard?

Asgard can be left freely. The exception is when you're doing some important part of the quest. You may then be forced to complete it earlier.

In different parts of Asgard, you can find intractive portals.

You can also select a portal right away from the world map - it works as a fast travel mode.

If you want to go to Asgard again, have Valka prepare another dose of her potion inside the seer's hut.

10 tips to fight like a Viking

Pay attention to power level

As you gain new skills in Assassin's Creed Valhalla, Eivor's "power level" will increase. Each new area you explore will also have a recommended power level. Naturally, if your power level is higher than the recommendation, the area will be pretty easy. If your power level is lower, the area will be pretty hard. As far as I can tell, you don't get any

special reward for tackling high-level content at low power levels, so your best bet is simply to tackle low-level areas first, then high-level ones later. If you do a lot of side content, you'll almost always be over-leveled, but you can always find challenges if you know where to look.

Like previous Assassin's Creed games, Valhalla has a plethora of side missions. Unlike previous Assassin's Creed games, they're not straightforward "follow the waypoints" missions. As you explore medieval England, you'll come across blue circles indicating local "mysteries." These mysteries could involve going somewhere and killing a target, sure - but they could also be taking hallucinogenic mushrooms and solving puzzles, burning down a couple's house to get them in the mood for love, or competing in Viking rap battles known as "flyting." Mysteries seldom tell you exactly where to go or what to do, so be creative and explore your surroundings thoroughly.

Focus your skill points

As you start to build Eivor's skills, you'll have three possible paths: Bear (melee combat), Raven (stealth) and Wolf (ranged combat). While all three paths have some overlap, you'll generally want to pick one and specialize in it, at least early on. That's because each skill path improves your stats whenever you wear Bear/Raven/Wolf-aligned gear. By focusing your skill distribution, you'll also focus your equipment loadout and general playstyle. Bear is the most straightforward path, but Raven has the most useful skills. The Wolf path is a little more specialized, but archery is a viable strategy for both stealth and open combat.

Balance story and side activities

Assassin's Creed Valhalla is an enormous game, and players generally approach enormous games one of two ways: Either zoom through the plot and handle side content later, or clean up an area's side content before tackling the plot. Neither approach is ideal in this game, however. If you do the plot missions and nothing but, you probably won't be strong enough to tackle the next set of missions. On the other hand, there's no real reason to hunt down every last optional objective, as following the plot will take you in close proximity to many of them. As such, the best strategy is to follow the plot and tackle as many side missions as you can along the way.

Raid for resources

Generally speaking, you'll reach new areas by traversing England's waterways in your longship. On almost every river, you'll find a church or monastery, just overflowing with valuable resources. While you can try to infiltrate these monasteries stealthily to thin the enemy ranks, you'll need to call in the rest of your crew to finish the job. Hold the down button on the D-pad and select the "raid" option to initiate a mass battle, where, if victorious, you'll walk away with plenty of supplies and raw materials to build your home settlement. Just be sure that the monastery is in an area in line with your power level; waterways often bridge two wildly different areas.

Build your settlement

Eivor and the Raven clan start out in England with just a longhouse; it's up to you what to build next. During the course of the game, you can construct everything from a fishing hut, to a hunters' lodge, to a bakery, to a stable, to a shipyard. My recommendation would be to prioritize the Hidden Ones Bureau, as this is where you'll work alongside the Assassins - and what's Assassin's Creed without those? Bear in mind that you won't be able to build everything right away, since buildings require resources, and there are only so many monasteries to raid in any given area.

Upgrade equipment wisely

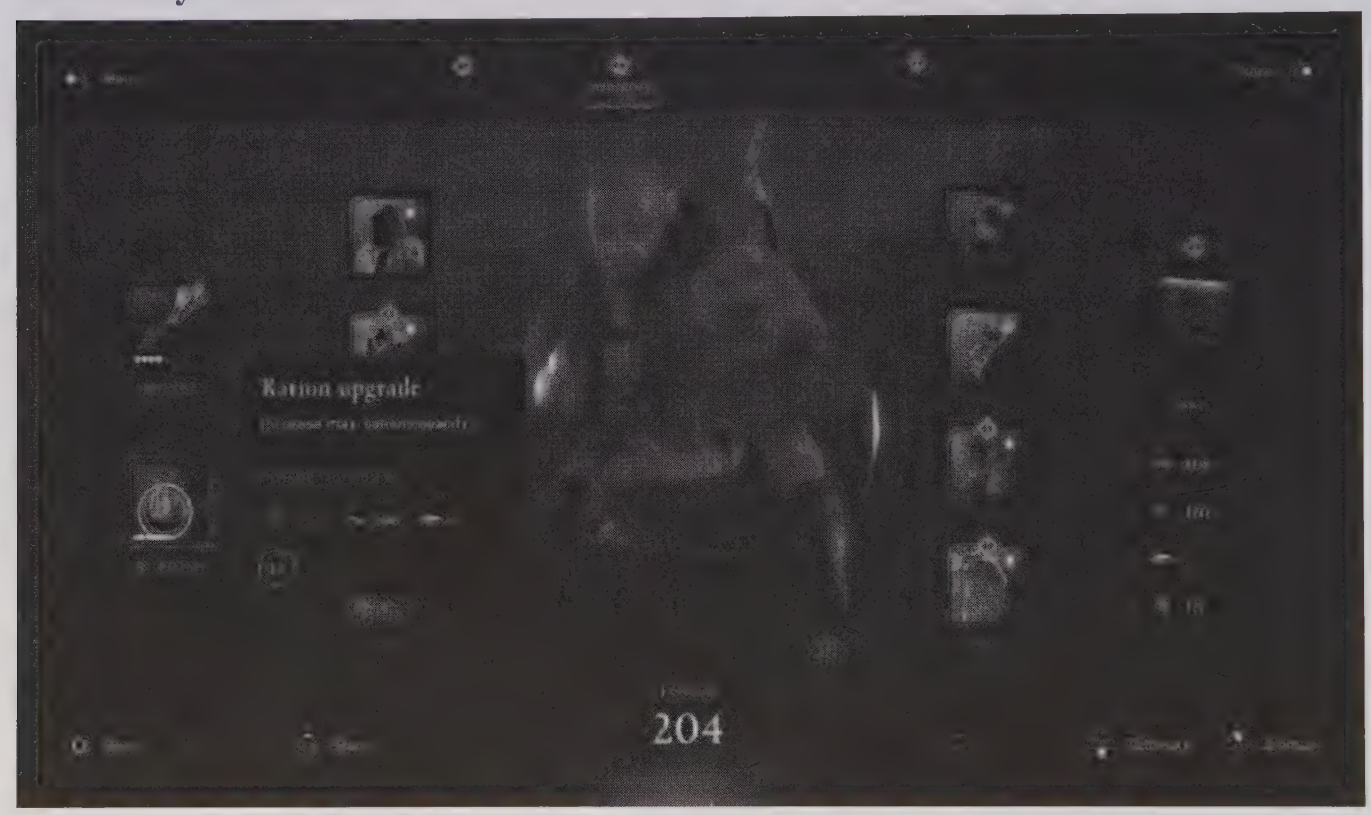
Assassin's Creed Valhalla is downright conservative with equipment after Origins and Odyssey all but hurled new weapons and armor at you with each mission. You can find some gear, you can buy some gear and you can upgrade some gear, but your overall selection is fairly limited. You may find that your money and resources are limited, too, considering that upgrades can get pretty expensive in this game. My recommendation would be to find one particular set of equipment that you really like and focus on upgrading one piece at a time. Weapon upgrades in particular pay for themselves pretty efficiently.

Parry whenever possible

In previous Assassin's Creed games, you could dodge enemy attacks indefinitely, and

simply hope that your foe would never catch up. That's no longer the case, as dodging drains a limited stamina bar, which you also need for heavy attacks. As such, you'll want to dodge sparingly. Instead, parry enemy attacks whenever possible. (If the enemy attack has an orange highlight, you can parry it; if it's red, you'll have to dodge.) Not only does parrying save stamina, but it also wears down your enemy's resistance, letting you perform devastating Stun Attacks. Since these Stun Attacks also restore your health, parrying is the key to surviving long battles.

Conserve your rations



Assassin's Creed, as a series, flip-flops back and forth between "regenerating health" and "manually restoring health." Valhalla falls into the latter camp. When you take damage, there are only three ways to restore your health: Find some food, eat a ration or perform a Stun Attack on an enemy. The first is the simplest method, but there's not always food around. As such, your rations are highly valuable - but extremely limited - resources. Save them for tough enemies and boss fights whenever possible, particularly since most bosses change their attack patterns about halfway through a fight. In other battles, Stun Attacks are a much more common resource.

Follow Valka's storyline

Without spoiling anything, Assassin's Creed Valhalla has a mythological element, just like Origins and Odyssey. If you want to see how Eivor's story ties in with the Norse myths that you know and love (or perhaps know and fear), build up your settlement until you

reunite with your old friend Valka. Then, when you get your next infusion of resources, build up her Seer's Hut and follow her questline. You won't be able to experience the entire mythological story in one sitting, but as you explore more of the world, you'll find the ingredients that Valka needs to advance this particular subplot.

Orlog Tips And Tricks

Farm Favors For The First Few Turns

One of Orlog's core mechanics is getting favors to use the powers of the gods. It might seem obvious, but these god powers are the best tool at your disposal. You want to get as many favors as you can in the first two, maybe three, turns. Always keep the die that give you favors (the ones that land on the side with gold runes on the border), and reroll everything else.

The AI opponents typically aren't too aggressive, so you shouldn't lose too much health even if you forgo shields/helmets in your quest for favors. Your goal should be to go into the third or fourth turn with at least ten favors.

Unleash The Might Of Thor

The first god power you get is that of Thor. This ability lets you deal direct damage to the opponent by spending your favors. Since the goal of the game is to reduce your opponent's health from 15 to 0, you can see how this power comes in handy.

In fact, I've found it to be the best power in the game so far. Thor's damage cannot be blocked by shields or helmets, so you're getting guaranteed results for your effort. The only way an opponent could counteract Thor is to use a godly power to heal their damage. Even in this case, the opponent is spending favors to undo your spending of favors. It puts them in the position of reacting to you, giving you a tactical advantage. Saving favors and spending them on Thor is a simple, straightforward path to victory.

Go On The Offensive

If you can make early use of Thor, you should have the opponent down to half health or below before they can even do five damage to you. If you're able to create such a wide gap, it's time for you to go all-in.

The opposing AI tends to prefer varying their strategy. This opens the door for you to focus on one type of damage. Roll five axes, for instance, and watch as your opponent's pick of one helmet, two shields, two arrows, and a hand fail to protect them from your assault. Your best bet is to do this on a turn where the opponent rolls first. Then go based on what they pick first. If they pick a shield, go for axes. If they go for helmets, pick arrows. Just like with Thor, your blitz will either deal lots of fast damage or put the, on the defensive.

Brush up on the lore.

Assassin's Creeds are history games, but they're also sci-fi games. As much as each entry is a self-contained romp through a distinct historical setting, you'll also (in most cases) have to spend some time in a modern-day setting involving corporate espionage, ancient beings, and the apocalypse. It's bananas. Series veterans could probably use a refresher. Newcomers absolutely could (well, if they want to keep up with Valhalla's modern-day segments). We've got you covered:

Leave Norway ASAP.

If you've followed the pre-release buzz for this game at all, you know that things are set in 9th-century England. You might be surprised, then, to start up the game and find yourself in brisk, beautiful Norway. As far as game settings go, it's stunning, but heed this advice: Get thee to England as soon as possible.

Norway is basically Valhalla's version of the Hinterlands, from Dragon Age: Inquisition, or early Pandora, from Borderlands 3. Once you get clear of it, the game opens up wide. You'll unlock the full breadth of systems, including a roster of trackable Templars to stab and a burgeoning settlement to slowly but surely build into a fully functional town. And, look: If you're worried about leaving the snowy region behind, don't be. Even though the ability to do so conveniently ignores some plot points, you can always return to Norway at the push of a button to mop up missed collectibles and stare at the aurora borealis.

You can climb (almost) everything.

Like Genshin Impact and that one Zelda game everyone says it shamelessly copied,

you can climb anything in Assassin's Creed Valhalla. Well, almost everything. There are a few exceptions (sheer sheets of ice, for one), but the overall rule of thumb is this: If you can see it, you can climb it. And unlike those aforementioned games, there's no pesky, croissant-shaped stamina bar to fret over.

Climb the Highpoints first.

If this isn't your first rodeo, skip this tip.

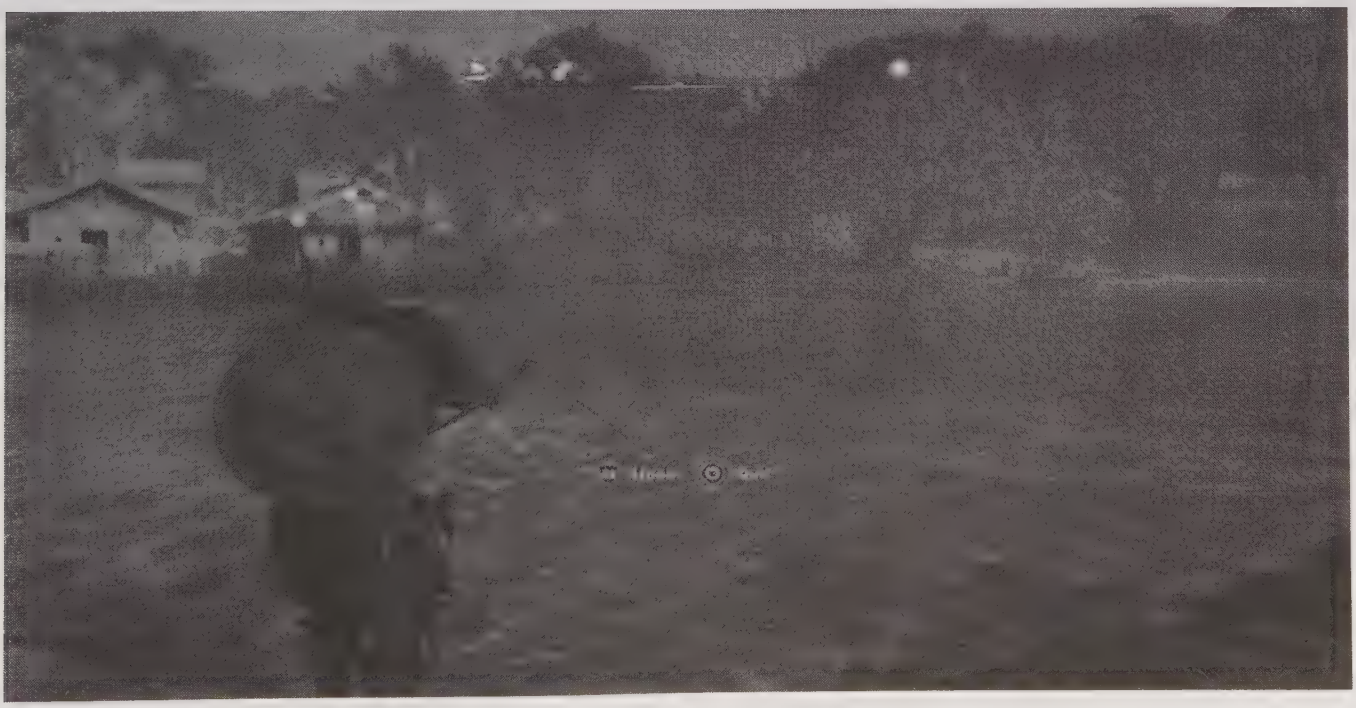
If it is, heed it to the letter. When you reach a new region of the map, your first order of business should be to climb all of the Highpoints, which are identified by an eagle-shaped symbol. This will defog a good chunk of the map, revealing the surrounding geography and some key points of interest. Among Assassin's Creed veterans, knocking these out is an impulse by now.

Use your Odin's Sight liberally.

By clicking in the right thumbstick, you can activate your Odin's Sight — basically, Eagle Vision from some of the previous games. This will highlight various objects in the world: enemies as red, treasure as gold, mission objectives as blue, door keys as, well, door keys, and so on. There's no drawback for activating it constantly, so do so whenever you feel lost (or just want to get a lay of the land). Who knows: You might even turn up something you'd have otherwise missed.

Plus, since many of the enemies wear armour that's nearly identical to your allies' digs, it can be helpful to deploy Odin's Sight in the heat of combat. That way, you can easily make out who the enemies are.

Need some silver? Go fishing!



If you're wanting some extra silver to buy more resources or supplies, a good way to earn some silver is to go fishing. Bigger fish pay out a dozen or more silver coins a pop, and you can hold a ton of them at once.

In shops, sell your trinkets in bulk.

Assassin's Creed Valhalla continues the irritating video game tradition of giving you items that are functionally useless in every way other than the fact that you can sell them for silver. Seriously, why do video games keep doing this? Just show us the money! Thankfully, in Valhalla, these trinkets don't take up any precious inventory space. It's just a matter of remembering to sell them at a shop, which you can do by navigating to the sell menu (right bumper) and holding "Y" (on Xbox). Neglecting to means you're just leaving silver on the table.

Invest in your horse.

Pretty early into Valhalla, you'll start to encounter stables. Here you'll find people who can sell you new horses and ravens. More importantly, they can sell you upgrades for your horse. These upgrades aren't very expensive, especially if you make sure to fish and sell all your trinkets. The most important upgrade to grab right away is giving your horse the ability to swim. For folks who played a lot of Odyssey and Origins, this will be a huge moment. Finally, you can swim your horse across that small river instead of ditching your steed, swimming alone, and calling it when you reach the far shore!

Upgrade your rations first.

As you play, you'll accrue a whole lot of leather and iron, two resources that are used to upgrade everything from your bow's quiver to the armour on your back. At first, you should eschew all that and invest in your rations, which will heal you at the push of a button. Once you start needing to spend fabric - a third resource - on upgrades, you'll have enough rations to keep your health afloat (at least on Vikingr difficulty). Then you can focus on all that other stuff.

Get a grip on how weapons work.

Every weapon or piece of armour in Assassin's Creed Valhalla is unique. You won't see it spawn from the corpses of dead enemies or from random lootable barrels. You also can't break down or sell any of this stuff, which takes a minute to get used to. Rather, gear sticks with you for good. If you want better stronger weapons or tougher armour, you have to invest in what you have. Play around with various weapons and armour, see what suits your playstyle, and then dump your resources into it.

Choose an animal for your armour.

No, this has nothing to do with style. It's all about substance. If you look at any piece of gear in Assassin's Creed Valhalla, you'll see one of three animal insignias: a raven, a

wolf, or a bear. Your best bet is to pick one and stick with it. As you level up, you'll earn small, animal-aligned bonuses that automatically apply to any gear with that animal's insignia. These bonuses are small - a marginal bonus to your critical chance here, a small boost to evasion there - but they add up over time. So if you pour all of your points into the raven segment of your skill web (more on that in a bit), you'll eventually supercharge all of your gear with a raven insignia.

Equip your armour by set.

Armour in Valhalla is organised by sets, each of which have two unlockable perks, which can do everything from granting you everything from an increased critical chance to a boost in speed when you're in a tight spot. If you equip two pieces of armour from a given set, you'll unlock that set's first perk. Equip all five, and you'll get the second perk. (Note: The perks only apply while armour is on. Swap it for something else, and you'll lose them.)

You can "hide" armour.

Sometimes, you find a piece of gear that's just too good not to equip. Sometimes, it's hideous. In those instances, just hover over a certain piece of gear and hold down the right thumbstick. That'll hide it from sight (but not from mind, as you'll still reap its sweet, sweet stat benefits).

You can only pledge one territory at once.

Assassin's Creed Valhalla had questlines that are tied to various territories. Once you reach England, you'll be prompted with a series of regions to "pledge" to. This will kick off a multi-chapter questline for that region. You can still go wherever you want, but you can only complete mainline missions for that region. And if you're pledged to one territory (say, Ledecestrescire) but try to pledge another (say, Grantebridgescire), you'll be gated off from the Ledecestrescire questline (until you pledge again). Your best bet is to go territories one at a time, seeing each to the end before pledging to another.

Pledge to Grantebridgescire first.

When you're first introduced to the pledging system, just two are within your power level: Grantebridgescire and Ledecestrescire. Do the Grantebridgescire questline first. It's not quite as drawn out as the Ledecestrescire one, and going through it will give you a grasp on the way questlines work in this game all the quicker. Bonus: You get to meet the most badass character in the game sooner rather than later. (Sorry, no spoilers on this one!)

Don't fall victim to the open-world slog.

Valhalla's world is big, yes, but it's also alive. Pull up the map, and you'll see gold, white, and blue orbs all over the place. The gold orbs signify treasure: ingots (used for improving your gear), abilities (high-powered combat skills), and gear (exactly what it sounds like). White orbs also mark collectibles, but they're not as immediately useful as the gold treasures. Both gold and white treasures usually require solving some sort of rudimentary environmental puzzle.

The blue orbs are more interesting. Many of them are so-called "world events," brief one-acts that grant you some experience points - or what any other game would call a side-quest. And the vignettes are often fantastic. (One, in Grantebridgescire, has you unleash a battalion of cats on a pesky field of rodents.) Some are fascinating mini-games, including, but not limited to, a physics-based, stone-stacking game that's oddly challenging; a series of platforming tests that rival the leaping and jumping of Assassin's Creed: Revelations; and some Ubisoft-requisite hallucination challenges that, to use a technical term, make Eivor trip balls.

No matter where you are, there's no shortage of unique things to do, so this may sound counterintuitive: Don't focus too much time going out of your way to hit everything. The questlines you pledge will have you traipsing all over the territory. As you progress through the chapters of each territory, hit the ancillary stuff that you come within a stone's throw of. You'll reap plenty of rewards - including the best reward, that of experiencing this gloriously realised open world - along the way.

Don't try to hunt down the Order until you're at least power-level 90.

Just trust us.

Don't try to fight a Daughter of Lerion until you're at least power-level one bazillion.

Again, trust us on this one.

Prioritise finding Books of Knowledge.

You can chop up most foes with a good axe or sword, but it's always smart to have more combat options, so be on the lookout for golden book icons on your map or in-game compass. Collecting these will unlock new combat abilities, some of which are very useful, like one that lets you shoot a dozen arrows at a bunch of targets. And once you have some good abilities, keep looking for books, because you can sometimes find an upgrade for abilities you already have, making them even better and more powerful.

Treasure maps can show you what to hunt for.

After you build a shack for Ravensthorpe's cartographer, you'll be able to purchase treasure maps. Forking over silver for each one will pinpoint exactly where certain treasures are, by transforming one of the gold orbs on your map into an easily identifiable icon. So if you buy, say, a treasure map for a Book of Knowledge in Oxenefordscire, one of the gold orbs on your map in Oxenefordscire will turn into a Book of Knowledge icon. The idea here is to use these maps to narrow down which orbs are worth tracking down (and filtering out which aren't).

The unofficial - and penny-pinching - method here, of course, is to look at the cartographer's wares and use that as a metric. Let's say the cartographer has three ability tome icons for sale in Oxenefordscire. You could buy all three of them for 150 silver, at 50 a pop. Or you could just use that knowledge to know that three Books of Knowledge are

still at large in the region, head over, and do some spelunking the good old-fashioned way.

Flyt everyone.

Flyting is, to take it from Atlas Obscura, the ancient art of "verbal jousting." It's a huge part of Valhalla. As you explore the world, you'll come across various people who want to flyt you. (They're represented by a masquerade-like mask symbol.) These mini-games may seem silly, but they offer very serious benefits. For one, emerging victorious will earn you silver; the more you bet, the more you'll earn. For another, you'll also get a boost to your charisma stat. Get your charisma high enough, and you might even unlock dialogue options that allow you to skip arduous tasks by, um, "encouraging" people to see your way, Fallout-style.

Bonus tip: With each round of flyting, you can immediately write off one of the choices. Your goal is to choose the phrase that both matches the cadence to the prior phrase and ends in a perfect rhyme. Only two of three options will have that perfect rhyme. Forget the one that doesn't.

You can skip dialogue.

Press "B" (on Xbox). It skips by the sentence, not the conversation. Just don't do this in a flyt-off, or you'll miss the rhythm!

Focus on revealing all of your skills.

The skill tree in Valhalla is more like a skill spiderweb, with tons of branching and interconnecting skills and abilities hidden within. Thing is, you can't see most of it at the start. As you earn skill points, try to unlock skills that have connections that go off into the fog beyond. These will unlock new skills to… unlock. The big advantage here is that you can plan ahead and get useful skills sooner. Don't worry about getting a skill you don't like just to open up a new section either, because you can just respec later.

You can respec without repercussion.

Assassin's Creed Valhalla doesn't have any respec tokens or require a small fortune of in-game currency to reallocate your character. You can reset all of your skills, at any time, by opening up your skill web and pressing Y (on Xbox). But if you don't want to go through the trouble of reallocating most of your skills more or less exactly where they were, you can reset skills piecemeal. Just hover over the one you want to refund and hold X.

Don't get the Explosive Corpse skill.

As you fill out your skill tree, you might see some random skills and think, "Sure, I'll get that, why not?" And that's not a bad strategy in Valhalla, as most skills are useful - or at least not intrusive. But there is an exception: Don't get Explosive Corpse, a skill that allows you to set traps on bodies. In theory, it sounds useful, but in practice it sucks and that's because of the controls. Setting a trap is easy: Just hold the right thumbstick for a bit

near a body. This is also the same way to activate your Odin's Sight. This becomes annoying when you are surrounded by corpses, which happens a lot in this game, as you'll go to scan the environment, and then end up kneeling next to a corpse for precious whole seconds.

Locked buildings mostly repeat the same environmental puzzles.

Let's say a quest objective or a treasure is locked behind a door or is stuck inside some building with a barred door. How do you get it? Well, for the most part, buildings that are locked up tight have a few ways to get in that the game uses over and over. Here are the most common - and what you should be looking for if you get stuck.

Locked doors: Find the key. Use your Odin's Sight to pinpoint it. It's almost always nearby - sometimes on a guard or in a room somewhere.

Barred doors: Look around and see if there's any window or opening that might be too small to climb through, but might be perfect for shooting an arrow through to break whatever is holding the door shut.

Hidden openings: Break any boxes or crates that are near the area you are trying to enter, as often small openings that you can slide through will be hidden behind these. If not, boxes often contain silver so it's a no-lose situation.

Thin and breakable walls: If you see a wall that looks like it's made out of twigs, it's probably breakable. You can always check by aiming your bow at a wall or door to see. If your reticle turns red, you can break it! (Also, if you see a wooden panel on the floor, shoot it and you can break it open and go underground and collect that annoying treasure you can't seem to get to.)

You can pet the dogs.

And hug the cats.

Made in the USA
Middletown, DE
22 November 2020

796-BAC-232